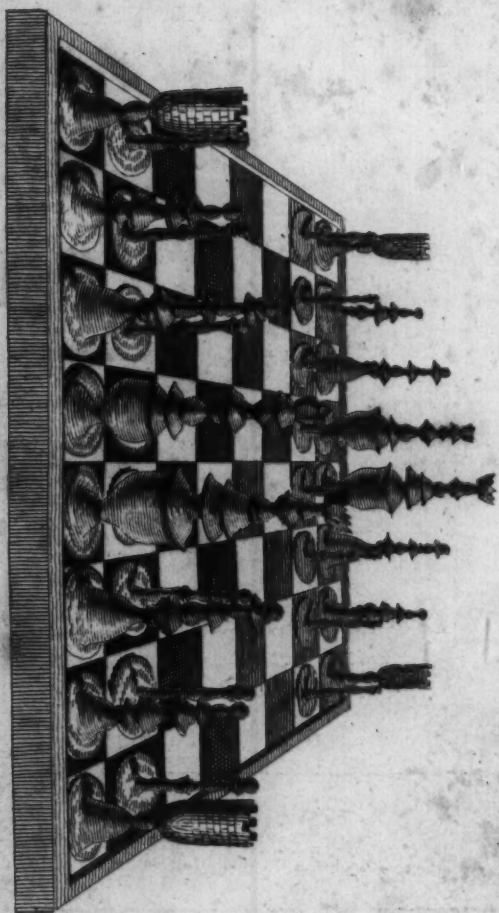
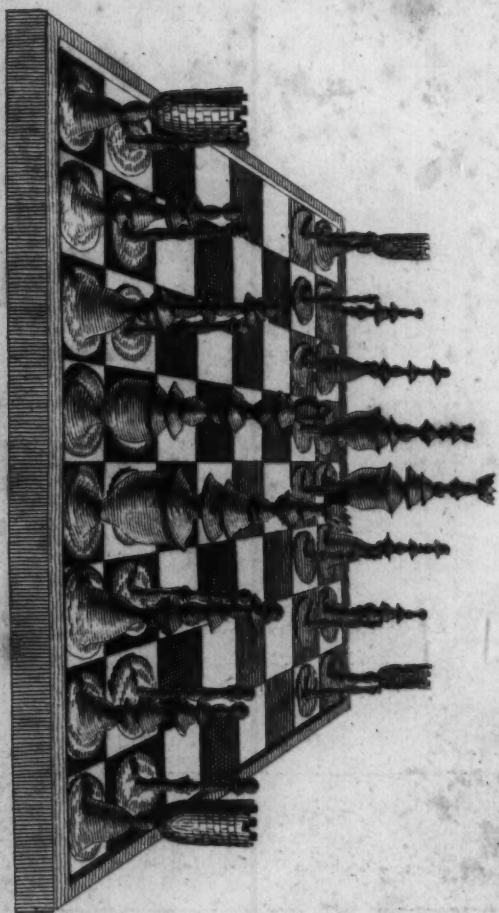


Chess Board & Pieces.



Published by S. Rogers, Strand, 1798.

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THE THEORY OF CHESS;

A TREATISE,

In which the PRINCIPLES and MAXIMS

Of this GAME, or rather SCIENCE,

Are clearly and concisely explained;

As concisely at least,

As it might be advisable to attempt:

*INCLUDING DIRECTIONS FOR PLAYING,
MODELLED AND ARRANGED IN AN ORIGINAL MANNER:*

ACCOMPANIED WITH NECESSARY ILLUSTRATIONS.

For the USE of those,

Whom the CELEBRITY of CHESS,

Has inspired with a wish to become acquainted with it;

But who,

Not having access to any Professor,

Have no better way of acquiring the Rudiments,

Than a Recourse to Publications on the subject.

Books are a sort of dumb Teachers, they point out the way to Learning; but if we labour under any doubt or mistake, they cannot answer sudden questions, or explain present doubts and difficulties." Dr. WATTS.

London:

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THE THEORY OF CHESS

A TREATISE

BY HENRY BURNES

OF THE GAME OF CHESS

IN THE

SEVENTH EDITION

REVISED BY THE AUTHOR

WITH A NEW INTRODUCTION

AND A NEW APPENDIX

BY THE AUTHOR



IN TWO VOLUMES

VOLUME I.

LONDON: PRINTED BY

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[THE END]

PREFACE.

TO the common reader no preface is necessary: but as the following Treatise may fall into the hands of those, whose proficiency in Chess entitles them to arbitrate every question concerning it, the writer thinks it incumbent on him to state to them his reasons for the few inconsiderable alterations he has made in the names of some of the pieces.

It was not a fondness for innovation; but an antipathy to it, founded on the danger which mostly accompanies it, that induced him to this measure. He thought it too likely, that the ordinary objections, of the absurdity of a soldier's being turned into a queen—of a bishop's being engaged in a field of battle—and of a castle's being handed about like a portmanteau—and others of the kind—though of little intrinsic, might have specious weight enough, to lead many to the

adoption, of alterations by which the spirit of the game would be lost,

With a view to obviate this effect, he set himself to consider, whether these objections to the common system might not be removed, without at all changing the *principle* of Chess; that is, by a general or partial revision of *name* only. This led to an examination of parts. An immediate and accidental result was, that the game of Chess, though generally considered as an emblem of WAR—the *blood-stained species of it*—seemed to him more to resemble *those less-ensanguined, political hostilities which take place between great men in free countries*: an idea which was at once suggested and confirmed, by observing, that when one combatant is said to conquer another, instead of doing any thing like killing or wounding him, he only *ousts him from his place and gets into it himself*.

But though he was fortified in this conceit by other considerations, he adopted it at first but *provisionally*. His next step was to see, whether he could best compass his design—that of making all the parts of the game tally with one another, without

without disturbing their internal arrangement, and with the fewest possible alterations *even in name*—by proceeding on the old or the new idea.

What he hopes, was an impartial trial, determined him to consecrate the Chess-board to *MINERVA* rather than to *MARS*; and, divesting it of the doubtfulness of assimilation that it has hitherto been involved in (which must indeed have been done in either case) to make it decidedly represent a *political contest*. To do this, it was only necessary to call the queen, a *minister*; the rooks or castles, *peers*; the pawns, *commoners*; and castling, *closeting*: leaving to the other pieces, the *king*, the *bishops*, and the *knights*, their *commonly received appellations*; and to *those* no less than *these*, their powers and properties *unaltered in the least**.

To the project of which he has thus given the history, and which he hopes the *PHILIDORES* and *ATWOODS* will look on with favour, he was collaterally impelled by a very distinct kind of

* An objection to the common terms, more solid than any before mentioned, seems to be, that the low ones, *pawn* and *rook*, are no ways consonant with the dignity of the game.

motive.

motive. Not long ago, in a country where republicanism rages, some of those who have taken care to condense the sovereignty of the people into their *own persons*, published a dictatorial mandate, requiring those among their subjects that practise Chess-playing, to forbear calling any of the pieces by names of a monarchical or aristocratical complexion; and to lose no time in exchanging all such for others more conformable to their own government. This, which was frivolous enough in the *viceroys emperors* of Holland, was a hint not lost on an English patriot, who, to be even with them, determined to accommodate the game of Chess to his own constitution.

If they have come with him so far, he will now take leave of those he is ambitious to please, and of whose patronage he should be proud, to say a word or two to the *hypercritics*—beings who expect to see, what they never shall—"a *faultless piece*." He foresees it will be objected by these, that that kind of state-contest the author has defined, can never take place between two kings—that from its local limitation, one king only is the most they can admit to be concerned in it—and therefore,
that

that the *duality* of names that the game requires, cannot, on his plan, be admitted without impropriety. This objection, if it cannot be disarmed of all its force, may be very much blunted. The *black** party, the party opposing the literal king, cannot subsist without a *chief*—and that *chief*, whatever he may be *abstractedly*, whether a faction-fostering, peer-outpeering duke, or what not, is in relation to his creatures, a *comparative* MONARCH. The designation given the *second* piece of the same party, the *only other* to whom a similar objection will apply, may be defended still better. Is there not a man *more busy than the rest*, an *acting manager*, or *prime minister*, in every *junto*?

Fearing to spin the analogy too fine, or to hazard any thing positively in its favour, the author will leave others to canvass, whether the process

* Times have been, when oppositions might be denoted by a less obnoxious colour. For the honour of so useful a part of the political machine, it were “devoutly to be wished” that they would soon return†.

† What the author means to wish here, is, that the present opposition may become more advised and temperate, and unprovoking of suspicion in their conduct: not, as some people, in default of this explanation, might have affected to suppose, that the present ministry may become the opposition.

of

of *checking the king*, and other *radicals* of the game, are, on *his* system, in, or out of character.

Less tenacious of it than might be supposed, nothing that he has said is with a view to press it on the *acceptance* of any: but merely to shew, that he has not *crudely* proposed it.

He leaves it—and the *Treatise independent of it*—to the candour of the public.

What the author is now adding, is confessedly *adventitious*: he hopes it will be pardoned as an overflow of patriotism.

The rulers of Holland, to be consistently inconsistent, ought not to tolerate *Chess at all*; for the *gradation of power* in the pieces is quite repugnant to the principles of *equality*: but their plan of altering the *names*, and leaving the *powers* the same, is something like the trick of calling a demo-

democratical king any thing but what he *is*, democratical kings any thing but what they *are*; of distinguishing a usurper of *entire* sovereignty by the modest oblique title of *president*—a corporation of usurpers, holding the kingly office *in shares*, and having bye laws for the division of the profits like a trading company, by the not so modest, more pithy one of *directory*:—no, it is nothing like it. To have done with the Chess-board, as the artificers of disorder have done with society, the piece called *a king*, and his *limited power*, these directed directors should have totally annihilated; they should have created in his stead *five ascendant executive* PARAMOUNTS, invested with every power but that of *going off the board*, and by an exertion of ingenuity, imposed by requisition on the turner, made to *nod like Chinese figures*; under these, but so far under that one rank might not seem to melt into another, they should have placed some pieces with *pompous names*, but with *no discretionary power*, who, with a see-saw motion, a repeated, pro and con, apparent bustle, might make the actions of the paramounts less attractive of attention and suspicion; a second

class of *subordinates* should have had the power of making *domiciliary visits* to *every* house on the board, whether near or remote, in the centre, the sides, or the corners, without regard to *any code*, to be exercised *when the paramounts nodded*, over pieces and groups of pieces, in a manner the most capricious and informal; the pieces last and lowest, generally called *pawns*, and in this treatise *commoners*, should have been allowed to move but every other time, or but one square at two turns, and forbidden to march in *clubs or companies*, or *move counter to the paramounts*. But as the *constituted authorities*, under this order of things, would have exceeded *all proportion* to the *extent of the board*, and *population of the chess community*, the oligarchs should have decreed the junction of a *cribbage-board* to two sides of the *Chess-board*—that the *addenda* be varnished over, and divided into black and white *departments*—that the *unity and indivisibility* of the *old board* and the *new limits* was *designed by nature*. This, in the *same proportion* as their professions were impugned by it, would have been in character.

ADVERTISEMENT.

IT may be necessary to inform the Reader *absolutely initiate*, for whom it is almost exclusively composed, that the use which the following Treatise can be of to him, does in no degree depend on the general acceptance or rejection, of the nominal alterations of which it is made the vehicle. Of the expediency or in expediency of these, and whether in his own practice to abide by or rescind them, he will, when he has made the contents of it his own, be able to judge for himself.

It is divided into Chapters, chiefly in order that the reader whose knowledge is less imperfect, may pass over by the lump, all those particulars of which he does not want to be informed.

The author will take this opportunity of observing, that if—to clear up an acknowledged difficulty, or fix some floating principle—he has any where deviated from the beaten track otherwise than in name; the motive, he trusts, a wish to raise the game to as high a level as possible, will, to the adept and amateur, sufficiently excuse him.

A TREATISE ON CHESS.

CHAPTER. I.

THE BOARD on which this game is played, like that used at *Draughts*, is a square, divided into sixty-four lesser squares, and checquered black and white. At *Chess*, these squares have the technical name of *houses*, and are all of them played upon.

In placing the board, care must be taken that one of the two white corner squares be at the right hand of each player. *Note*—That when the board is in this position, the several ranges of houses running in a strait line from left to right, are called *ranks*; those perpendicular to them, running from one player to the other, take the name of *files*, and the two ranges, sloping from one corner of the board to the opposite (one of which is composed of white, and the other of black squares, touching one another at the corner), are *diagonals*; so are all the lesser ranges in a parallel direction.

THE PIECES

Allotted to each competitor are sixteen, viz. a king, a minister, two bishops, two knights, two peers, and eight commoners. As a necessary distinction, each set is coloured in a different way; one is commonly white, the other red or black.

THEIR DISPOSITION ON THE BOARD

Is as follows: The white king is to be seated on the first or nearest rank, on the fourth house (a black one) from that corner of the board which is to the right of the player to whom he belongs; his minister close to him on his left, on a house of his own colour—on one side of each of these, a bishop—adjoining each of the bishops, a knight—and last of all, at the corners of the board, the two peers. Having thus arranged the aristocracy, let the whole of the second rank be occupied by the commoners, one before each of the dignified pieces. As to the counter set, the black king is to be placed on the farther side of the board, exactly opposite the white one—his minister opposite the white minister—and so on; placing all the pieces opposite those of corresponding denominations—the commoners on the second rank as before.

To illustrate what has been said, and to prevent any misunderstanding respecting it, as well
as

as to shew the forms of the pieces, the plate forming the frontispiece is given; which see*.

THEIR POWERS AND MODE OF ACTION.

Note. The gradation observed in describing these, will shew at the same time, the comparative worth of each kind.

I. Of the COMMONER. When one of the commoners is moved, it must be along the file in which he has been first placed, in a strait line towards the adverse party. The first move may be either *one* or *two* squares, at the option of the player: after which, no one of them, while he remains a commoner, can advance more than *one* house at a time. When once brought out, a commoner, more restrained than any other piece, cannot retreat or move back again. He is prohibited too from quitting his own file for that of another, except in the single case of making a capture; on which occasion he moves obliquely into the next file, to the right or left (as the case may happen) one house forward; placing himself on the square of the piece taken†, which is removed from the board; after which he is confined to moving directly forwards as before, and cannot leave his new file for another,

* The old forms are retained:—the only piece which critical niceness would require to be altered, is the *peer*.

† This is the custom of all the pieces.

but

but on a similar occasion to that which led him into it.

A commoner, like the rest, takes any piece that comes within his reach, indiscriminately from one of his own quality to the minister.

II. The KNIGHT. The move of the knight is peculiar to himself, and difficult to explain. It is two squares at once (three, including his own) in a direction partly diagonal and partly strait. The house he goes into, is always of a *different colour* from that which he leaves. It may likewise be said to be uniformly *next but one* to the latter; although in his passage to it he passes obliquely over the corners of *two*.

The knight's power of capture reaches to any square that his move will take him into.

Note—That this is the only piece that has a *vaulting motion*; or that is not precluded from going to a square, between which and his own other pieces intervene: just to shew what is meant, if good play permitted it, any one of the knights could move out before a commoner had stirred, alighting on the third square of either the bishop or the peer; without waiting, as the other dignified pieces are obliged to do, till an opening be made.

III. The BISHOP. By observing the plate it will be seen, that the bishops of the same set are placed on squares of a different colour; the white king's bishop, for instance, being seated on
a white

a white, and the white minister's bishop on a black square. What makes it necessary to remark this, which is common to the knight and peer, is, that the bishop, unlike all the other pieces, is obliged to walk throughout the game, on that colour of the exchequer* that he was placed on at the commencement of it; which is a necessary consequence of his motion being purely *diagonal*. His step is in other respects very unlimited, as he may, at a single effort, go any length of squares from one to eight. The bishop, if the road be open for him, takes at any distance.

IV. The PEER. The peer moves in *strait lines*, forwards or sideways. He can, at one step, pass along a whole rank, or a whole file, or stop short at the first, second, third, or any other square of a rank or file, as occasion may require. Like the bishop, and on the same condition, he takes at any distance†.

* A technical name for the board.

† Having gotten through the last of the pieces, of which there are more than one of a sort, in order to confirm the reader in what he might suppose, and to leave him no question to make, we turn aside to observe to him, that the difference in the worth of pieces of the same kind, is indeed *next to nothing*; that the little odds there is, between superior pieces of the same description, is in favor of that on the king's side; and that of the four centre commoners, which are reckoned rather the best, the king's bishop's commoner is the most esteemed.

V. The

V. The MINISTER—unites the moves of the *bishop* and *peer*; and, like them, when the road is open, takes at any distance.

VI. The KING—*except* when he avails himself of the privilege of *closeting*, can only move *one square* at a time; of course he can take at no greater distance: he may, however, both move and take either forwards, backwards, sideways, or aslant. When policy shall seem to require it, and the previous unarbitrary removal of the bishop and knight on his right, or of the bishop, knight, and minister*, on his left, has rendered it effectible without any violence to propriety, the king may closet with either of his peers; which is done by placing the king on that knight's square that is next to the peer with whom he closets, and by placing the peer at the other side of the king, on the bishop's square adjoining. This *ambidextral* manœuvre he is allowed to employ but once; and not at all if he has previously moved. It is impracticable and unnecessary at the beginning of the game. The only prerogative of the king, is a great one; that of *never being taken*.

* It may be advisable to dispense with the previous removal of the minister; as, otherwise, there will be a greater aggregate of obstacle to his closeting on one side than on the other.

CHAP.

CHAP. II.

OF MAKING A MINISTER, PEER, &c.

WHEN a commoner has penetrated to the farthest rank on the adverse side of the board, he is rewarded with promotion to the *bighest vacant dignity**; that is to say, if the person playing him there has lost his original minister, he succeeds to the honor. If, instead of his minister, one or both of the peers be lost, he is made a peer. If the minister and peers have escaped capture, he is made a bishop. If the bishops have likewise been preserved, he is made a knight. The ceremony of transformation taking place in either case, and which is necessary to distinguish him, is very short: A sort of exchange: The commoner is removed from the board, and put among those taken by the adversary; and a captured piece, of the denomination he is advanced to, is taken from thence, and substituted in his room. It can

* Under the scheme that advances the commoner to the rank of the piece whose square he gets into, it happens that when his player has not lost a piece of that identical quality, the only reward of the commoner is to stand exposed to incessant attacks, without the power of retreating in any direction:—To have both the bishops of a set moving on the same colour, an anomaly which will seldom occur, and which the other is just as liable to induce, is the only one that can result from this scheme.

hardly

A TREATISE ON CHESS.

hardly be necessary to say, that his powers and mode of action alter with his quality.

OF GIVING CHECK, AND CHECK-MATE.

Upon this the game hinges. As the king is never taken, whenever an adversary is advanced upon him in such a manner, as that, remaining where he is, if he were *any other piece* he would be captured; the person advancing it is to salute him with the word "*Check*," warning him of his situation; upon which it is absolutely necessary for him to alter it in one of the following ways: either, *relatively*, by taking the threatening piece, or interposing* one of his own between that and himself; or, *positively*, by removing into a square where neither that nor any other of the adversary's pieces can reach him. If he can do neither of these, he is in *Check-mate*, and the game is lost.

OF GIVING A STALE.

The game may be lost too in quite an *opposite* manner. By the constitution of Chess, the king is on no account to move into check; and, therefore, when, as it not unfrequently happens,

* *Note*—This second mode of defending himself cannot be practised when he is checked by the knight, owing to the vaulting motion of that piece; he must then have recourse to either the first, or the second: and should he be checked by any two pieces at once, which is called *double check*, the third only will avail.

one party has crowded up the king of the other with so many pieces, that the only move left him would take him there; if the person to whom the king so circumstanced belongs has no other piece, or no other that can be moved, the contest must necessarily stagnate; come as it were to an untimely end, it can be *proceeded in* no further. It is not, however, *undecided*. The player giving the other the stale, (so, in the language of Chess, the *dilemma* which the king is in is called) is, by a rule immemorially acquiesced in, adjudged to have defeated *himself*.

* A little reflection will shew that this rule is not incapable of the justification which at first sight it may seem to want. It would be an intolerable defect in the game to have it perpetually liable to an accident that would render it undecisive. The only way of avoiding this defect, is the instituting an artificial rule, awarding the victory whenever a stale happens to one party or the other.

The necessity of making some kind of decision being arrived at, the propriety of placing the bias where it is may be easily evinced.

* As the reasons for this rule are not immediately apparent, we thought it would not be amiss loosely to give them. The novice, however, may as well skip them for the present, as he must play some games before he can judge of their validity.

C

It

It is to be recollected that the rule under discussion is an arbitrary one. The expediency of an arbitrary rule, however great, cannot entirely divest it of the dissatisfactory; and therefore the seldomer there is occasion for it the better: now the making him to lose by a stale, who may always avoid it by caution, is an effective bar to its happening very often.

Other properties of this rule do not merely justify—they highly recommend it. The bias which it has adopted serves to balance the advantages of the game, as it is entirely in favour of the weaker party. Owing to this very bias, whenever the critical case, to which it is applied, is likely to occur, *a greater exertion of intellect in conducting the approach is incited*; than which nothing can be more agreeable to the genius of the game, as the professed object of Chess is to call out the powers of the mind.

Thus a defect inherent in the structure of the game, and from which it were impossible to free it, is overruled so as to give it a higher degree of interest. Upon the whole, the necessity for this rule is not to be deplored.

OF A DRAW GAME.

If it be not superfluous to put it any where, it must be added here, that whenever from the greatness of the loss on each side (the more
potent

potent pieces, and those capable of becoming so, being gone), or from any other cause, it becomes certain that neither party can give the other Check-mate; the game is to be discontinued as insipid and useless (the players making a draw of it), and a fresh one begun.

CHAP. III.

*General and particular Directions as to the Manner of
Opening and Carrying on the Contest:*

WITH EXPLANATIONS AND REMARKS.

AT the beginning, as they do all the way, these questions occur—*What piece is to be moved? Where is it to be moved to?* After the first time, for a very obvious reason, we can only give helps for the reader himself to decide them.

The game cannot be better opened than by advancing the king's commoner two squares. The ministers', and one of the two bishops' commoners, may be moved next; which of the others should succeed, will depend greatly on the movements of the adversary. Where the commoners are not equal to the defence of each other

other*, the other pieces must be brought out to support them:—in this business the bishops are in general the preferable agents, as they are not so liable as the knights to be clogged by the obstructions which this stage of the game from its crowded state is sure to present†.

Prudence requires that the superior pieces be not over forward in acting offensively; because by every one that is driven back you lose a move: but when a few pieces have been‡ changed, and the game is somewhat advanced, and there is no danger of their stopping the progress of such of the commoners as you wish to push on, you need not be shy of using the *knights*, any more than the *bishops*, in occasional attacks on the most unguarded of the adversaries.

* One piece to guard another, in the way here meant, must be placed so that if the piece he is designed to guard were an opponent he could take him. The protection results from the adversary's being deterred from a capture by the certainty of a reprisal.

† It may seem strange that the knight, which overleaps every other piece, should be more liable to obstruction than the bishop: the reason of the fact is, that the knight cannot stop short of, any more than exceed, a very limited extent.

‡ To change or exchange pieces is to lose one or two of your own for the sake of taking one or two of the adversary's. It serves to clear the board, and enlarge the scene of action; and, when you get a piece of greater value than that lost, it encreases your comparative strength. Nevertheless it is only to be done with caution, and of those pieces for which you have the least occasion.

The

The *minister* must not be moved hastily ;— for offence in particular, not till some kind of method pervades the rest of your pieces—and you can guess what aspect the game is likely to assume. To put him in motion before you had digested a set of measures, and had a probable certainty of succeeding in them, would be entirely to misemploy his great powers.

As the *peers*, while the game is thronged, can effect nothing worthy their attempting ; generally speaking, it is advisable to keep them in reserve till towards the conclusion of the game. The usefulness of the peer, gradually increasing as the crisis approaches, is then very little inferior to the minister's *.

The *king* is not to act offensively. He is to be put where he will be least open to attack ; and, while a fatal one is possible ; neither move nor take but with a view to his own defence. *The two points* to which every thing else is to subserve, are, *the giving check-mate to the adversary's king*, and *the preservation of your own*.

To make you as much acquainted with the right way of endeavouring at these, as *bare*

* To the adversary's king stript of his attendants, the peer, with the sole assistance of his own king, is capable of giving check-mate beyond the possibility of elusion ; a degree of prowess which, besides the minister, no other piece than himself can boast,

theory is able to do; it will be necessary to be a little more particular.

§ 1. On that side of the board, whether right or left, on which you mean to closet the king—neither the bishop's, the knight's, nor the peer's commoner must stir from his place; because the principal inducement to the measure, is, the protection he will receive by retiring behind them*.

a 2. The other commoners must be kept together and well supported; and not suffered to struggle forwards alone. A party of these, managed with address, may, in a future part of the game, repair the loss of a capital piece, or do some other signal service.

3. At the same time that you are concerting the attack of the adversary, endeavour (but not so as to interfere with any thing of more importance) to have your own king so circumstanced that he may closet when he pleases. Should this convenience be effected, if his not being closeted be no obstruction to your other operations, let him remain at his own square till there is a necessity for his going to the retreat secured for him. The advantage to be gained by this procedure is, that the adversary will be obliged to form two distinct systems of attack.

* These, along with the peer, may be said to compose his privy-council.

4. As

4. As soon as the adversary has closeted his king, if it be on a different side of the board from that on which you have closeted, or intend to closet yours, let the commoners opposite bear down upon him. The minister, and what other pieces you can spare, in particular the peer whom their removal leaves an opening for, must support them in this onset *.

5. Where a direct attack upon the adversary's king is impolitic or impracticable, you must endeavour to take those of his pieces that most contribute to render it so.

6. Ineffectual checks, or checks that the adversary can easily elude, are in general to be refrained from; as they are very apt to lead to loss of move, loss of the checking-piece, and so on. Experience, however, will furnish a few cases, in which there is a propriety in giving such a check; as, where it will force the adversary's king into a more exposed situation—where the movement, necessary to avert it, will leave a capital piece unguarded—where, the adversary's king not having closeted, nor being in a condition to do so, it will force him by moving to forfeit that privilege—and where, having a piece of your own attacked that you are not able other-

* If the adversary closets on the same side with you, an adherence to what is contained in the first section will lead you to attack him with the superior pieces only.

wise to save, it will cause the removal of some piece that impedes his escape.

7. In defending your own king when closely attacked—where it will either cause the adversary to lose a move, or encrease your comparative strength; and at the same time, be a successful means of parrying the check—you should offer to make an exchange of pieces.

8. If the king be closeted, the pieces whom in that case we have denominated his privy council, should be guarded as much as possible from the brunts of the adversary.

9. Whenever, from being either reduced in number, or obliged to quit their stations, the defence afforded the king by these becomes precarious—or whenever the king is not closeted at all—some of the superior pieces should be kept in readiness to contribute actively to his safety; being posted so, that where they cannot prevent, they may at least cover him from check. Their number and quality circumstances must decide. Those that operate at a distance, will not on this service be out of their province; nor will it often be found of them, as it will of the knights, that they are thereby rendered the less prepared to act offensively. The keeping, too, such pieces as the peer, the bishop, or the minister, near your own king, may sometimes cause the adversary to relax

relax in his caution where it does not add to his security.

10. Of the minister, it is however to be noted, that he must never stand in such a way before the king, as that if a peer or a bishop of the adversary were to attack him, his moving aside would leave the king in check; because was he to be so attacked, should the peer or bishop be well guarded, and you had no piece to interpose, as it would not do to expose the king, you could no how avoid losing the minister for a less valuable piece.

11. Great advantages are often to be gained by an ambuscade; which is the having one piece, a commoner perhaps, so placed before another, we will say the minister, that though the adversary, on a cursory view, might seem to be safe; yet by simply playing the piece in front, whose intervention alone keeps him from it, check, single or double*, will be discovered to his king.

12. While intent on projects of offence, take care that you are not surprised yourself. Indeed every detail of a stratagem to be practised on the

* A peer and a bishop may be placed so that the adversary's king is in check with neither; and yet by moving that nearest him forwards or sideways, he will be in check with both; and so with respect to others.

adversary, carries with it a tacit admonition to beware of the like from him; and *vice versâ*.

13. Take care that no guarded commoner of the adversary fork two of your superior pieces.

14. You must likewise beware that neither of his knights check the king and minister at the same time; because in that case (as the king can only save himself from the knight by a positive removal) if the knight cannot be taken, the minister must be lost.

15. Nor must the adversary's knight, if secure from capture, be suffered to branch any other two pieces of more importance than himself; as the loss of one of them for the knight, or for nothing, will be sure to follow.

16. When two pieces are attacked in such a way, that one of them at least must be lost; in deciding which to give up, you must not think so much on the difference in their worth, which may be more than counterbalanced by other circumstances, as on the particular effects which the capture of this or that is likely to have.

17. Whenever you are so well prepared for the worst, as to have two or three commoners so near the adversary's farthest rank, and so well posted, that you are almost certain of reaching it with one of them when you please; you may be the bolder with your capital pieces—
and,

and, where you would be otherwise in doubt which to surrender, the less tenacious of retaining one of them in preference to another that is less capital.

18. Without there should be no other way of saving the king, or no other but what would be attended with a greater disadvantage, never cover him from check by placing a dignified piece in that manner, that a commoner of the adversary, by being advanced a move, could take him; lest the adversary, availing himself of the opportunity, oblige you to a losing exchange.

19. In order to have as powerful pieces as you can in play, never let those that are stationed to guard some other stationary ones be of greater force than is necessary.*

20. Where

Not very necessary to be read.

* The writer of this treatise, on sitting down to it, very calmly supposed, that, like most others, it would be either obscure and defective from an over-conciseness, or minute and circumstantial to excess. Despairing thus of the medium, and preferring to err on the safer side, he has endeavoured to avoid the former rather than the latter. This propension had led him originally to insert in this place the following direction: "Where one of the adversaries can be taken by several of your pieces, consider which it will be best to make use of."—But as on reflection it seemed almost like saying, "Where several pieces can be moved, that is to be moved that

20. Where two of the adversaries are so circumstanced that you can take either, similar considerations to those in the 16th direction must determine you.

21. Where an adversary is so much at your mercy, that you can take him when you please, be in no haste about it: but see, first of all, whether you cannot make a good move in another quarter. If you can, let him alone till it be effected.

22. When one of the adversary's commoners has advanced to the square immediately before your king, you must be very cautious of taking him; as an adversary's commoner in that position, will in general be found to be a very great safeguard.

23. Whenever you can anticipate by calculation that the sacrifice of such and such a piece, though it can yield no immediate requital, will yet lead to such an arrangement, as will enable you in the end to give the adversary check-mate, true policy requires that you make it.

24. Never let an over-eagerness of the victory which a superiority may promise you, lead you

that you think will be best"—and as any one that needed to be told that, would never make much proficiency in Chess, he thought it best to omit it. For two or three others of this cast perhaps, which still remain, he is under the less apprehension, as he knows that those who stand the least in need of them will be the readiest to forgive him.

to endanger its forfeiture by giving a stale: on the contrary, till you can give check-mate without a risk of mis-carriage, always leave the adversary ample room to move.

25. Whenever you have clearly the disadvantage of the game in other respects, and yet happen to be in a position that by good management, may be turned into a stale; you must, as your only resource, endeavour to avail yourself of it. To do this, the following case will serve as a general clue. Your king is close pressed on all sides, and you have only the minister and an inferior piece left in play—take the first opportunity of playing the inferior piece so that by its being either blocked up or lost, the king would be in a state already if he had not the minister to move:—this done, with the minister keep giving incessant* check to the adversary's king, till at length, to avoid a check-mate, the adversary is forced to capture him. Your object will then be attained.

Note—Sometimes a check-mate or a stale will speedily terminate the game; sometimes it will happen that the pieces are nearly played away,

* The kings, in the course of play, may happen to be circumstanced so nearly alike, as for the adversary's to be liable to a stale at the same time with yours. This will be a very nice point indeed, and require your utmost skill and caution in checking—and now and then a temporary forbearance.

without

without either taking place. To the latter case, the six sections that next follow are exclusively adapted.

26. When the adversary's force is so much diminished, that your king, if in any, is in no immediate danger—and your own force is so much diminished likewise, that you can make no effective attack without him—the necessity and policy of confining the king to defence only will be superseded.

27. Among other uses to which he may then be devoted,—you must take every opportunity of putting him in motion,—where your doing so, will be the only or the best way of either gaining or preserving the move, which it is of such importance to have, that if the contest has been otherwise equally conducted, your getting the game will depend upon nothing else.

28. He may then, too, as circumstances vary, occasionally be of service, either in protecting some commoner of your own which may be more advanced than the rest, and of which you want to make a minister ; or in taking or harassing any commoners of the adversary on the like expedition.

29. The note at the bottom of page 13, respecting the peer, is a sufficient intimation that the king may, in this stage of the game, be employed in combination with another piece in giving check to his antagonist.

From

From the same note it is to be inferred, that if one party has only a king, and the other in addition to the king has but one piece, and that piece be a knight or a bishop, it must be a draw game; and therefore that, next to a minister or a peer, it is best for that piece to be a commoner, from the possibility of making a minister of him. This serves to introduce the two following

PARTICULAR CASES.

30. The adversary has the king and a commoner, and you have only the king. You will naturally endeavour to intercept that commoner—his king, if he be in any danger, will as naturally go to his assistance—this, if the king is time enough to save him, will bring them together. Though you will then have failed in taking the commoner; yet, if you can get before them both with a square between, you cannot lose.

31. Upon certain contingencies, the adversary may have a king, a bishop, and a commoner, when you have only a king, without being able to beat you: which contingencies are these:—If the commoner be on a peer's file—if you can get into the square at your end of that file—if this square be of a color different from that on which the bishop moves—all these concurring, it is even possible for you to win by a stale.

32. To

32. To conclude, if you would have something more than a mere exemption from defeat, depending on chances, to hope for, let this rule, in connection with the others, be specially regarded. From first to last, the changes and declensions, successively taking place in the number, value, and situation of the pieces must be noted with exactness; and no movement at any time made till the consequences are considered. This, among other good effects*, will the better enable you to conjecture what the adversary may mean to do, and to take measures accordingly.

Note—1st. That the sections of this chapter preceding those which are numbered, contain, most of them, rather general intimations than positive rules.

2dly. That from the directions which have numbers prefixed, no deviations are to be made: the few exceptions which these rules would otherwise have admitted of, being interwoven in their proper places.

* * Some additional maxims of a still more minute kind, we shall by and by take occasion to inculcate.

• If closely pursued, it will at once prevent you from giving any advantage to the adversary, and from overlooking any which he may give to you.

THE

THE reader, having arrived thus far, will perhaps be impatient to make a practical essay. From that, though it may originate in a mistake, we would not withhold him. As what we aim at is his progressive improvement, we do not care how soon he is convinced that he cannot make himself master of the whole at once. After he has made the experiment, we would, for his next essays, direct his attention to two or three games which we mean to detail as examples, move by move. By studying these, and noting the foregoing directions, one at a time, as the advantages of pursuing, or the effects of deviating from them are laid open, he will soon imprint the spirit of them on his memory; and practice, either by himself, or with a friend, will imperceptibly confer on him a habit of adopting them with promptness.

If he is a genius, practice will do more; it will lead him to form maxims of his own for indescribable cases.

After setting down the laws of the game, which will end this chapter; to give the examples we have mentioned, and comment upon them, is all that remains to be done.

THE LAWS OF THE GAME ARE,

I. If a player touches a piece, he must play it somewhere; and when he has quitted it, he cannot change its place.

E

II. If

II. If one party, by mistake or otherwise, makes a false move, and it is not discovered till after the other has played in his turn, it cannot be revised or rectified by either.

III. If a player misplaces the pieces, and, before he finds it out, plays two moves, it is at the choice of his opponent to permit him to begin the game afresh or not.

IV. If one party plays or discovers check to the king of the other, and neglects to notify it, the other may let him remain in open check till he does.

V. After the king has been once moved, or if both the peers have been moved, he cannot be closeted.

Where the object is mutual improvement, and not decision of skill—or where the superiority of one party is admitted, and the object is the improvement of the other—the first four of these may be dispensed with.

CHAP.

CHAP. IV.

Containing Minutes of Games, Parts of Games, &c.

THE CHIEF OBJECT OF WHICH IS, TO SAVE THAT TIME TO
THE LEARNER WHICH HIS HAVING TO ACQUIRE
THE MATERIALS OF IT BY EXPERIENCE
WOULD ABSORB.

SECT. I.

EXAMPLE I.

MOVE (OR RATHER COUPLET OF MOVES) 1.

White. THE king's commoner 2 squares.

Black. The same.

2.

W. Minister's commoner 1 square. (a)

B. King's knight's commoner 1 square.

3.

W. King's knight at king's bishop's 3d square. (b)

B. King's bishop's commoner 2 squares. (c)

Remarks.

(a) Unless necessity call for it, no one of the other six commoners should be moved until you have ascertained on which side to closet. The minister's commoner advances but one square, not so much because the black one prevents his going farther as to support that of his own king.

(b) This move is partly accounted for by the remark on the last.

(c) The same remark will shew, that the whites are played with more propriety than the blacks.

W. The

4.

W. The king's commoner takes the black * commoner.

B. The king's knight's commoner takes the white commoner.

5.

W. The king's knight takes the black commoner.

B. The minister's commoner 1 square. (*d*)

6.

W. The king's knight at the king's bishop's 3d square.

B. Minister's bishop at minister's 2d square. (*e*)

7.

W. Minister's knight's commoner 2 squares. (*f*)

B. Minister's knight at minister's bishop's 3d square.

Remarks.

(*d*) If this move had been made before, the king's commoner of this party might have been preserved; the snatching away of which, has rendered them in situation and comparative strength, much inferior to their adversaries.

(*e*) The chief object of this, and some subsequent moves, is the having the king in readiness to closet.

(*f*) Finding that his adversary means to closet with the minister's peer, the player of the whites begins to get his opposite commoners ready to advance upon him.

* Note. When there is but one piece that can move or take or be taken in the manner described; as it would be unnecessary, we shall never circumstantially name it.

W. Mi-

8.

W. Minister's bishop at minister's knight's 2d square. (g)

B. King's knight at his bishop's 3d square.

9.

W. Minister's peer's commoner 1 square. (b)

B. Minister at the king's 2d square, giving the white king check. (i)

10.

W. King's bishop at king's 2d square, covering the check.

B. King's peer at his knight's square.

Remarks.

(g) This attack on the black peer is not a good move; for the bringing out of the black knight, which it incites as the only, though an easy mode of parrying it—a movement which his player might not otherwise have meditated—or if he had, must have lost a move in effecting—gives the peer an opportunity to be very troublesome to the opposite commoners.

(b) This is to protect the knight's commoner from the black knight.

(i) There is no impropriety in the minister's standing thus before his king, so long as no guarded peer of the counter set can be brought to attack him; and while he has several pieces that he could interpose.

W. The

11.

W. The king closets with his peer. (*k*)

B. King's bishop's commoner 1 square. (*l*)

12.

W. Minister's bishop's commoner 2 squares. (*m*)

B. The minister's bishop at the white king's knight's 4th square. (*n*)

W. Mi-

Remarks.

(*k*) If he did not closet now, he could not preserve his knight's commoner in it's place, without forfeiting the privilege. To have advanced him a square, would, however, have been better.

(*l*) To make way for the following move. If the white minister's bishop had not quitted his house, the command he would have had of the diagonal into which this move is made, would have prevented it; which it will be presently seen it was for the interest of his party for him to have done.

(*m*) Any move that is properly made, and which preceding remarks, or a subsequent move will shew the reason of, we shall not observe on. It may, however, be of use to review the situations of the two sets of commoners; those of the white party to the left of the king, are advanced so as to derive from themselves all the support they want: whereas the commoners to the left of the other player must depend entirely on the superior pieces for protection. When commoners are seated like these, on files that do not adjoin, they are, considered by themselves, as insecure as they can be.

(*n*) But if the commoners are played worse, the bishops
and

13.

W. Minister's knight's commoner 1 square.

B. Minister's knight at his king's 4th square. (o)

14.

W. Minister at his peer's 4th square.

B. Minister's bishop takes the white knight.

15.

W. King's bishop takes the black bishop. (p)

B. The minister's knight takes the white bishop,
and gives check. (q)*Remarks.*

and knights of this party are played better than those of the other.

(o) The move of the white commoner, which was necessary to the prosecution of his minister's scheme, gave the black knight an opportunity of coming here without suspicion, as he seems to remove merely for his own safety.

(p) From the cramped situation in which the player of the white's too eager attention to projects of offence, had left this bishop, whether he takes the black one or not, he must be lost.

(q) Though the player of the blacks is a knight, and the difference there is between a king's bishop and a minister's bishop, the better for these exchanges; he might have conducted them in a way by which he would have profited more essentially; as the third example will shew.

W. The

16.

W. The king retires to his peer's square.

B. The knight at the 4th square of the same peer. (*r*)

17.

W. The minister's knight's commoner 1 square, discovering check.

B. The king closets.

18.

W. The minister takes the black commoner, and gives check. (*s*)

B. As the king, if he takes the minister, will be in check with the commoner, he is *check-mated*. (*t*)

Remarks.

(*r*) To avoid being taken by the knight's commoner.

(*s*) Had the white commoner made this capture, instead of receiving the defeat which the present move has given him, the black king by retiring to his peer's square, would have been a long while secure from any further attack.

(*t*) But as he was made to closet when he did, merely to shew that it is not *always* a measure of safety; we shall, in the next example, point out how he might have acted better.

. When the student is conscious of having done wrong, and yet at a loss to know what rule he has broke, he may conclude it to be the last, that contained in section xxxii.: this is indeed so comprehensive, that all the others might be resolved into it.

EXAMPLE

EXAMPLE II.

THE PRECEDING GAME CONTINUED FROM THE
SIXTEENTH COUPLET.

Note.—Those Games which, like this, are taken up from others, are generally called Back-Games.

COUPLET 17.

W. Minister's knight's commoner 1 square, discovering check.

B. The knight covers the check.

18.

W. The commoner takes the bishop's commoner. (a)

B. The king's peer takes the opposite commoner (b)

19.

W. Minister at black minister's knight's 4th square. (c)

B. Minister at his king's 3d square.

Remarks.

(a) He is thus ready to be converted into a capital piece, and as long as he remains there, will prevent the black king from moving into any square on the minister's side of his own file.

(b) If the peer's only object was to snatch this commoner and retire, it was worth the effort; he has, however, something else in view.

(c) Intending at the next move, by taking the opposite commoner, to secure making a bishop of his own.

F

W. Mi-

20.

W. Minister takes the black commoner.

B. Minister at the white king's peer's 3d square. (*d*)

21.

W. Minister takes the black peer, and gives check.

B. The king at his bishop's 2d square. (*e*)

22.

W. Minister at black minister's 4th square, giving check. (*f*)

B. The king at his knight's 3d square. (*g*)

Remarks.

(*d*) To seize this advantageous post, he has left a peer to be taken and his king to be checked. The bold kind of play which each pursues, can only be justified by a conviction that the result will be favourable. Both, however, cannot have this conviction. The event will shew which is right.

(*e*) He prefers this to his own second square, that he may not be checked by the white peer.

(*f*) As the black minister, who cannot be dislodged, will, at the next move he gets, by taking the commoner, give the king check-mate—the player of the whites has no other resource than constantly checking the black king—if he cannot mate him, and can be stopped from checking; the moment he is, he will lose the game.

(*g*) He takes care to move on white, that he may not be checked by the bishop.

W. The

23.

W. The minister at the black king's 3d square, still giving check. (*b*)

B. The king at his peer's 4th square.

24.

W. Minister at his own king's 2d square, still giving check.

B. The king's bishop's commoner 1 square, covering the check.

25.

W. The minister at the black king's square, still giving check.

B. The knight covers the check.

26.

W. Minister's bishop at the black king's 4th square. (*i*)

B. The commoner takes the bishop.

Remarks.

(*b*) If this player could give perpetual check, it would be a draw game—fifty moves in this way would make it so—or a less number, if a course of moves was begun that had before been made.

(*i*) As the minister can no longer check the king without being taken, the bishop is placed here to prevent the black minister from taking the commoner; which, however, he can do but for a moment.

W. The

27.

W. The minister takes the commoner, and gives check.

B. One of the knights takes the minister. (*k*)

28.

W. The white commoner is made a minister.

B. The minister takes the peer's commoner, and gives *check-mate*.

Remarks.

(*k*) If the player of the whites could in this way have lost all his pieces, he would have won by being in a *stale*; this, however, from their number, was never possible; or it would not have been prudent in the adversary to have made the 20th move—a move which has won him the game.

EXAMPLE

EXAMPLE III.

A SECOND BACK-GAME.

Continued from the Thirteenth Couplet of EXAMPLE I.

COUPLET 14.

- W. Minister at his peer's 4th square.
 B. The knight takes the white knight, and gives check.

15.

- W. The king's bishop takes the knight. (a)
 B. The bishop takes the bishop.

16.

- W. The peer's commoner 1 square. (b)
 B. The peer takes the opposite commoner, and gives check.

Remarks.

(a) If, instead of the bishop, the commoner had taken the knight; the black bishop, by taking that commoner, would have given check-mate instantly.

(b) The object of this and the future moves of the white, is to prevent check-mate, which he now perceives the other thus early to meditate. When the tyro has seen what these moves are, it will edify him to try whether better ones might not have been adopted. On this, however, and similar experiments, he must not hastily conclude; because was he to move the whites not so well, and the blacks more than proportionally worse, the necessary consequence might lead him to think that he had moved the former better.

W. The

17.

W. The king at his peer's square.

B. The peer takes the commoner, and discovers check from the bishop.

18.

W. The king at his knight's square.

B. The minister at his king's knight's 2d square, giving check.

19.

W. The king takes the peer.

B. The minister moves forward to the white knight's 3d square, and gives *check-mate*. (c)*Remarks.*

(c) Without the co-operation of the black commoner, this could not have been done. The player of the whites should have taken this straggler before he proceeded to detach the minister.

EXAMPLE

EXAMPLE IV.

VARIATION TO THE FIRST BACK-GAME.

Beginning from the Nineteenth Couplet of EXAMPLE II.

COUPLET 20.

W. The peer at his knight's square. (a)

B. The minister at his king's knight's 3d square. (b)

21.

W. The peer at the king's square, giving check. (c)

B. The bishop covers the check.

22.

W. The minister takes the commoner.

B. The minister takes the commoner.

23.

W. The minister takes the peer, and gives check. (d)

B. The king at his bishop's 2d square.

W. The

Remarks.

(a) He offers to change peers, that such a dangerous neighbour as the black one may be either taken or driven away.

(b) This, however, not only prevents either, but keeps the white minister from going to the black king's peer's 4th square; by which the black knight, whose proximity is as incompatible with the safety of the white king as the peer's, would have been obliged to remove to cover the check.

(c) To stay where he was, or to remove without checking the adversary, would have been equally dangerous.

(d) As the player of the whites cannot remove either
of

24.

W. The commoner becomes a bishop.

B. The minister's commoner 1 square.

25.

W. The bishop takes the knight.

B. The peer at the black knight's square giving check.

26.

W. The peer takes the peer. (*e*)

B. The minister at the white king's 4th square, giving check-mate.

Remarks.

of the pieces menacing his king, he has now, as he had in Example II. no other way of defending him than attacking the black one.

(*e*) If the king had taken the peer, the game would have lasted one move longer. In that case the black minister must have gone to his king's knight 3d square, and then to the black knight's 2d square; so he should have done, if, at the 24th move, instead of that set down, the white knight had gone to his minister's bishop's 3d square.

* * Of two different modes of playing, both of which end in a defeat, that is the best which protracts the game the longest.

†† No game can end so soon as the longest form of that we have already given, that is played throughout well on both sides.

SECT.

SECT. II.

EXAMPLE V.

COUPLET I.

White. KING's commoner 2 squares.

Black. The same.

2.

W. King's bishop at minister's bishop's 4th square. (a)

B. The same.

3.

W. Minister's bishop's commoner 1 square. (b)

B. Minister's knight at his bishop's 3d square.

W. Mi-

Remarks.

(a) Not for any purpose that it will immediately answer, but that he may escape the obstruction, which, if it should be necessary to advance the minister's commoner a square, would be opposed to his moving directly out. We have seen in Example III. that by a commoner on one side, and a knight on the other, this bishop was so choked from acting, as not to be able to move even for his own preservation.

(b) The having two commoners a-breast of each other, at houses 4. of the king and minister, secured by the changes which brought them there from capture by pieces of their own quality, and therefore, in their further progress to the promotion line, easily protected—is a great step towards the making of a minister. To bring this

G

about

4.

W. Minister's commoner 2 squares. (c)

B. The same. (d)

5.

W. The bishop takes the commoner.

B. The commoner takes the commoner.

6.

W. The commoner takes the commoner.

B. The knight takes the commoner. (e)

7.

W. Minister's bishop at the king's 3d square.

B. The knight at the king's 3d square. (f)

W. The

Remarks.

about is the object of the present and several succeeding moves : of the corresponding moves of the blacks, the object is to prevent it.

(c) To provoke the black commoner to capture him, on the presumption that his player would prefer doing that to retiring with his bishop—The player of the whites intending afterwards to supply his place by a reprisal.

(d) The player of the blacks, willing neither to take the commoner nor to retire with his bishop, plays this commoner here, in order that if the white one takes his bishop, he may retaliate in kind.

(e) The plan of having two commoners in the middle of the exchequer is thus rendered abortive. The bringing this knight out was the principal mean of defeating it.

(f) This leaves the king's bishop liable to be changed for the bishop of the adversary's minister. If, however,
the

8.

W. The bishop takes the bishop. (*g*)

B. The knight takes the bishop.

9.

W. King's commoner 1 square. (*b*)

B. Minister at king's 2d square.

Remarks.

the knight had not moved at all, or moved otherwise, his player might have been obliged to an exchange, in which the difference against him would have been of real moment.

(*g*) Between equal players the minutest advantage should be seized on. It may be observed here, that the superestimation of the king's bishop over the bishop of the minister, rests on his not being prevented by the colour he moves on from checking the adversary at his original square. This player having had the first move, the other could not well have foiled him, with regard to the commoners, at a less expence.

(*b*) That he may not be taken by the knight if the bishop should remove.

Variation.

To protect him from the knight, instead of pushing him a square, the minister's knight is moved to the 3d house of the minister's bishop. This would be ineffective—the adversary, by placing his king's knight at his king's bishop's 3d square, might counteract it so completely as to make the bishop retreat at the same time that he secured taking the commoner—at least, secured an exchange, by which he would get the commoner to boot.

W. King's

10.

W. King's knight at king's bishop's 3d square. (*i*)B. Minister's bishop at the white king's knight's 4th square. (*k*)

11.

W. Minister's knight's commoner 2 squares. (*l*)

B. Bishop takes the knight.

12.

W. Minister takes the bishop.

B. Minister takes the commoner, and gives check.

13.

W. The king closets.

B. Minister takes the peer.

14.

W. Commoner takes the knight.

B. The king closets. (*m*)

15.

W. The knight at minister's bishop's 3d square. (*n*)B. The minister at the knight's 2d square. (*o*)*Remarks.*(*i*) To guard the commoner from the minister.(*k*) An adventurous speculation, in which the risk is but little.(*l*) Ditto.(*m*) To preserve the means of preservation.(*n*) To lay an embargo on the black minister.(*o*) Any where else, he would be taken.

W. The

16.

W. The peer at the same knight's 1st square. (*p*)B. The peer at his king's square. (*q*)

17.

W. The king's peer's commoner 2 squares. (*r*)B. Minister at the white minister's 2d square. (*s*)

18.

W. Bishop takes the bishop's commoner.

B. Peer at the white king's square, giving check. (*t*)

19.

W. The peer takes the peer.

B. Minister takes the peer and gives check.

Remarks.(*p*) The comment on the next is a comment on this.

(*q*) If the black minister had moved aside into one of the three squares to which his sphere of action is at present reduced, the white peer, by taking the opposite commoner, might have ensured check-mate in another move.

(*r*) Had the minister's peer taken the black minister, the black king's peer, by crossing to the white king's square, would have won the game; by the present move, that way of receiving check-mate is rendered impossible. In advancing a piece to the adverse party, let it always be as far as is consistent with security.

(*s*) In order to extricate himself.

(*t*) He does this, which will cause him to be exchanged for the white peer, to save his own king from the check-mate which is still impending, and which, had the white minister been suffered to take his king's knight's commoner, would by this time have been inflicted.

W. The

20.

W. The king removes.

B. Minister at his king's 4th square, still giving check. (*s*)

21.

W. The king's knight's commoner covers the check.

B. Minister takes the other commoner.

22.

W. Knight at the king's 4th square.

B. Minister's at his king's 2d square.

23.

W. Minister at his knight's 3d square.

B. Minister takes the knight.

24.

W. Bishop at the black minister's 4th square.

B. Minister takes the bishop. (*t*)*Remarks.*

(*s*) The black minister has thus made a triumphant retreat. To the advantages which sometimes attend giving check, although it can be easily eluded or covered, already enumerated, may be added that of gaining a move. There is still another: under circumstances like the present, the taking of a piece is likewise ensured by it.

(*t*) He could not do better to prevent the check-mate, which the white minister would else have given, by taking the commoner.

W. Mi-

25.

W. Minister takes the minister.

B. Minister's knight's commoner 1 square. (u)

26.

W. Minister at the black king's 4th square. (v 1.)

B. Knight at his bishop's 3d square. (v 2.)

27.

W. Minister at the black king's 2d square.

B. Peer at his knight's square.

Remarks.

(u) That the liability of check-mate by the white minister's stepping into their first rank may at once be quashed. An instance similar has before occurred. Of the moves in general now, but a few, we imagine, will be required to be observed on.

(v 2) To preserve his commoner (v 1) (v 2.) The subsequent moves will for some time be conducted on the plan of these. Of the player of the whites, inferior in numbers, though not in force, the object is, either to take, or keep in inaction, these pieces of the adversary preparatory to advancing his own commoners on this side. The commoners of the adversary on the other side, which are so disposed that he could make no impression on them, he is not concerned at present to obstruct any otherwise than his movements in this quarter virtually will. The object of the player of the blacks will declare itself.

W. Mi-

28.

W. Minister at the black king's bishop's 2d square.

B. Minister's bishop's commoner 2 squares. (w)

29.

W. King's bishop's commoner 1 square.

B. Minister's knight's commoner 1 square.

30.

W. King's knight's commoner 1 square.

B. Peer at the minister's square. (x)

31.

W. Minister takes the knight's commoner.

B. Peer at the minister's 3d square. (y)

Remarks.

(w) Of the peer, the knight, and the knight's commoner on the other side, no one can move without one of them being taken; this player has, therefore, no better alternative than urging to promotion the commoners on this.

(x) The advancing a white commoner on the black knight, a step that is in readiness, would have enabled the white minister to make great havoc among the pieces he hovers over, had this peer remained where he was. The present movement, and timely sacrifice of a commoner, will prevent any further uncompensated loss.

(y) The knight protects the commoner, the peer protects the knight.

W. King's

32.

W. King's knight's commoner 1 square. (z)

B. Peer at the white minister's 2d square giving check. (a)

33.

W. The king at his knight's 3d square. (b)

B. The knight at the minister's 4th square.

34.

W. The minister takes the commoner.

B. The peer takes the commoner.

35.

W. King's knight's commoner 1 square.

B. Minister's bishop's commoner 1 square.

Remarks.

(z) The opportunity of giving check, which the white minister neglects, is one of those cases in which it ought to be avoided. The black king, by removing to his minister's bishop's 2d square, would have covered both himself and the peer; and the whites (including the loss of one to themselves and the gain of one to their adversaries) would have sustained a difference against them of two moves.

(a) This secures an equivalent for the commoner which the knight will be forced to desert.

(b) Without moving merely for that purpose, the king, when his pieces are advancing to the adversary's side, should keep as near to them as possible. He goes into this rather than the other square, that he may sustain both commoners.

H

W. King's

36.

W. King's knight's commoner 1 square.

B. King at his minister's knight's 2d square. (c)

37.

W. The commoner becomes a peer and discovers check.

B. The king at his minister's knight's 3d square.

38.

W. Peer at black minister's knight's square, giving check. (d)

B. King's at his minister's bishop's 4th square. (e)

39.

W. Peer at the black minister's bishop's square, still checking.

B. The king at the white minister's 4th square. (f)

W. The

Remarks.

(c) If the king did not remove now, the white commoner, on becoming a peer, would check-mate him.

(d) Though it is not to be presumed that the player of the whites, with his present force, will check-mate the other, yet he is now acting rightly; for were he to refrain any longer from offence, his adversary would get a minister before he could get an additional peer, and perhaps turn the tables on him. What he aims at present, is not a mate, nor primarily a capture; but to bring about such a change in the position of the blacks, that the foremost of his commoners may wrest the move from the foremost of theirs.

(e) Any where else he would, probably, either soon lose his peer, or suffer a worse disaster.

(f) Had he gone to the white minister's knight's 4th square

40.

W. The minister at his king's 4th square, giving check.

B. The king at the white minister's bishop's 3d square.

41.

W. The minister takes the knight.

B. Minister's peer's commoner one square.

42.

W. The king's peer's commoner 1 square. (g)

B. The king at the white minister's knight's 2d square. (b)

43 and 44.

W. The king's peer's commoner 2 squares.

B. Minister's bishop's commoner 2 squares.

Remarks.

square—and had the white minister then moved to the 1st square of that knight—the loss of the black peer would have been inevitable.

(g) The remaining black pieces are posited so, that an attempt at this time to make any further capture, or to give check-mate, might only bring their commoners nearer to promotion. As this piece has now the start, this is the moment to push him on.

(b) He thus makes way for the black commoner without exposing either himself or the peer.

W. The

45.

W. The minister at the black king's knight's 4th square. (*i*)

B. The peer at the white minister's peer's square.

46.

W. The minister at the black king's 4th square, checking.

B. King at the white minister's knight's square.

47.

W. The commoner becomes a peer.

B. The commoner becomes a minister.

48.

W. The peer takes the minister.

B. The king takes the peer.

49.

W. The minister takes the peer and gives check.

B. The king at the white minister's 2d square. (*k*)

Remarks.

(*i*) For some of the moves commented on, we were in doubt whether the tyro, unaided, could in passing have accounted: of this, and the following ones, we are persuaded he will at once see the reason.

(*k*). As check-mate is unavoidable, it is a matter of indifference what moves he makes. He adopts those which will put off the evil longest. We set them down merely that the game may not seem unfinished.

W. The

50.

W. The peer at the black minister's square, giving check.

B. King at the white minister's bishop's 2d square.

51.

W. The peer checks again.

B. King at the white minister's 3d square.

52.

W. The minister at his bishop's 3d square, giving check.

B. The king removes.

53.

W. The peer checks.

B. The king at the square of the white minister.

54.

W. The peer at his king's square, giving *check-mate*.

The move at which the fortune of the blacks began to decline, and at which a back-game may with most interest be taken up, is that where the minister takes the white knight (couplet 23). At the moment before (numbers and force considered apart from position) the advantage was on their side. What followed this move will impress on the student, that whenever an adversary seems to expose a piece to capture without securing an equivalent,

equivalent, or without securing a proper one [the reprisal which the white bishop might have made on the black knight, as it would have spoilt the position of the white pieces, and lessened their comparative strength, could not be considered a proper one] he must not attribute to accident what may be the effect of design, and take the exposed piece without hesitation. If the player he is contending with be not contemptible, it is rather to be suspected that he has, as the player of the whites had in the present case, some ambuscaded motive for losing the piece: whether he has or no, it behoves the student, before taking it, well to examine.

The game just ended, affords occasion likewise to observe, that sudden incursions on the adversary's pieces are only to be made with caution. The 13th move of the blacks, the difficulty with which the minister retreats, and his being once within an ace of capture, very forcibly suggest this maxim. Of this move, however, we do not mean to impeach the propriety,

At the 10th move, to have acted more systematically, the black bishop should have stopped at the 4th square of the bishop of his king. In the counterstep to this and the other moves, the whites, too, might have acted more systematically: but

but as we mean to give separate examples of that kind of play, from which these are deviations, and as many of the intervening moves are properly consequent one of the other, it will not be necessary to begin any variation of the last example at an earlier move than the 1st of the 23d couplet.

In the mean time to give the reader a more exact idea of the *powers*, and, deducive from thence, the *values* of the pieces, we lay before him the following scale :

2½,		14,
9,		15,
9,		28.

With respect to attack and defence, the faculty of standing still, and of moving, and extent of action, the powers of the commoner, the knight, the king, the bishop, the peer, and the minister, are to each other in this proportion.

The values of all the pieces, except the king and commoner, are commensurate with their powers.

The nature of the game puts the king's value above competition.

The

The value of every commoner, taking into the account the probability of his becoming a capital piece, is on the average about $5\frac{1}{2}$.

It may not, perhaps, be puerile, here to take notice, that the move of the minister, while, from the share of bustle attached to his office, it is more extended, in the mode of it, exactly resembles the move of the king.

EXAMPLE

EXAMPLE VI.

THE PRECEDING GAME CONTINUED FROM THE
TWENTY-SECOND COUPLET.

COUPLET 23.

W. The minister at his knight's 3d square.

B. The knight at his peer's 3d square. (a)

24.

W. The bishop at the black minister's 4th square. (b)

B. Minister's knight's commoner 1 square. (c)

25.

W. King's bishop's commoner 1 square. (d)

B. Minister's peer's commoner 2 squares.

W. Mi-

Remarks.

(a) His standing before the commoners on this side is of no consequence, as their only use will be to obstruct the white ones: those on the other side are what this player must expect to promote. The only other way of preserving this knight, moving the black minister to the 1st rank, would have been a bad step.

(b) He would have been safe before the black minister; but by thus threatening check-mate he gains a move, and is in a better position.

(c) The king must not only not move into check himself, but no piece must move so as to expose him to it; therefore, if, instead of this, the bishop's commoner had been moved a square, the white bishop might have taken his assailant with security.

(d) To keep the black knight from checking the king.

I

Had

26.

W. Minister's peer's commoner 2 squares.

B. Peer at his king's bishop's square. (e)

27.

W. The king at his peer's 3d square. (f)

B. Knight at his bishop's 2d square. (g)

28.

W. King's knight's commoner 1 square.

B. Knight at his king's 4th square.

Remarks.

Had this commoner been moved any further, the black knight, at the white knight's 4th house, supported by his minister and the peer's commoner, would have totally obstructed him and his companions.

(e) As, from the impendence of the white minister and bishop, the protection of both the knight and the peer is necessary to the commoners on the other side moving forward with safety, this player is about to transfer them there.

(f) To sustain the peer's commoner when that of the knight moves forward.

(g) He could not get to the square he is going to without first coming here: to protect him in this first stage of his gambit†, was the chief reason of placing the peer where he is.

† A gambit is an indirect and roundabout movement, by several intermediate steps, to a particular square. In a larger sense, a gambit is a game mostly made up of such movements; it, perhaps, includes the idea of one player being quickly circumvented.

W. Knight

29.

W. Knight at the black king's knight's 4th square. (*b*)

B. King's peer's commoner 1 square.

30.

W. Knight at the black king's 3d square.

B. Peer at the minister's bishop's 1st square.

31.

W. King's bishop's commoner one square. (*i*)

B. Knight at his minister's 2d square.

Remarks.

(*b*) He moved to save the king's bishop's commoner, now amply protected. The pieces are so arranged, you see, that if the black player was to begin exchanging, the white one would have the last capture. At the time of observing (*g*) the reverse was the case.

(*i*) Commoners, as they are pushed on, increase in value. Of a set of commoners, one at least of which you are striving to promote, neither should, if possible, be moved without having a piece to protect it, even should no enemy be at hand; for a sudden occurrence, the same which may prevent you from providing for his safety, may bring an adversary in a position to command him. But though this commoner, as thus moved, is in the predicament of having no support, it would have been still worse to have stirred any other; if the peer's commoner had advanced a square, the knight's commoner of the blacks, by advancing two squares, might have completely blockaded all three. A *slow-and-sure* player, however, instead of moving either, would have placed the king behind that of the knight.

W. Knight

32.

W. Knight at his minister's 4th square. (*k*)

B. Minister at the king's bishop's 3d square. (*l*)

33.

W. The knight gives check.

B. The king at the peer's square.

34.

W. The knight at the black king's 2d square
discovering check.

B. The bishop's commoner covers the check.

35.

W. The knight takes the peer.

B. The commoner takes the bishop.

36.

W. The minister takes the commoner and gives
check.

B. The king removes.

Remarks.

(*k*) This move than prevents the black commoner's being advanced upon the bishop.

(*l*) He could not do better. If the black bishop's commoner had been moved against the bishop, the white knight would have taken him. If the peer had taken the knight, the bishop would then have taken the peer. Combinations, such as these, may be carried to a very great extent, and very much try the skill of the player.

W. The

37.

W. The minister takes the knight.

B. The minister at the white minister's bishop's
3d square, giving check. (*m*)

38.

W. The king at his peer's 2d square.

B. The minister takes the knight.

39.

W. The minister takes the minister.

B. The king takes the minister.

40.

W. The king's bishop's commoner 1 square.

B. The minister's knight's commoner 1 square. (*n*)

W. The

Variation.(*m*) This minister takes the king's bishop's commoner.

38.

The white knight takes the commoner.

The black minister at the white king's 3d square, giving
check.

39.

The white king removes.

The black minister takes the knight.

40

The white minister takes the commoner—and so on.

The result is, as it will be of the present way of mov-
ing, that the black king is check-mated,*Remarks.*(*n*) Nothing better could be done than to offer this.[Paradoxical as it may seem to the unpractised reader, if the
three

41.

W. The king's knight's commoner 1 square. (o)

B. The minister's knight's commoner takes the commoner.

W. The

Remarks.

three commoners on the minister's side of the board were entirely away, the player of the blacks would be better off. By moving his king to intercept the white ones, and by judiciously managing his own, he might then, and the other could not help it, so exchange one for one, that to the white king and single commoner left, his own would at length stand opposed in the manner described at the end of Section xxx; the consequence of which would be, that the adversary, to avoid a stale, would resign his commoner, content neither to beat nor be beaten. But, circumstanced as he now is, the player of the blacks would be soonest check-mated on the interception plan. We will suppose him to have gone upon it, and to have arrived at the point just mentioned. The white king instead of surrendering his commoner, closely supports him, leaving the black king without a move, and, but for having other pieces, in a stale. Then follows the move we are stopping at. The white commoner takes the commoner, and leaves the black minister's peer's a free passage. The white commoner gets to the promotion line a move before his rival, and at the moment of doing so, gives check-mate.]

(o) It is better now to lose a commoner than a move. If the minister's peer's commoner were to take the black one, the other player would make a minister. first: the black minister's peer's having then nothing to interrupt him, would be virtually a move before either of the other white ones; and as to the capturing commoner, then in the knight's

42.

W. The king's bishop's commoner 1 square.

B. The king's knight's commoner takes the commoner.

43.

W. The commoner takes the king's peer's commoner.

B. The minister's knight's commoner 1 square.

44.

W. The king's knight's commoner 1 square.

B. The minister's knight's commoner 1 square.

45.

W. The commoner becomes a minister, and gives check.

B. The king at his minister's knight's 2d square.

46.

W. The minister takes the commoner.

B. The minister's peer's commoner 1 square.

47.

W. The minister at his knight's 2d square.

B. The king moves obliquely to his right.

Remarks.

knight's file, the black king need not lose the time of one step to keep him from promotion.

Though at the risk of dividing the reader's attention, we have been fuller on the part just preceding, in order that it may serve as a precedent for cases not exactly similar. The moves after this, however, will require no remark from us.

W. The

48.

W. The minister takes the commoner.

B. The king moves to support his remaining commoner.

49.

W. The minister at his peer's 3d square.

B. The king where he can support the commoner without being checked.

50, &c.

When the minister made the last capture, the game was virtually ended. If, however, the player of the blacks is obstinate enough still to continue it, the following is the most summary way of mating him.

From 50 to 54, the white king crosses toward his minister; the black king in the mean time moving backwards and forwards in the same two squares, so as to prevent the minister, who remains inactive, from taking his commoner: 55, (the white king being at his minister's bishop's 3d square) the minister gives check; the king removes: 56 to the end, the minister takes the commoner, and in concert with his king, gives check-mate.

EXAMPLE

EXAMPLE VII.

A SECOND BACK-GAME TO EXAMPLE V. TAKEN UP
AFTER THE 24th COUPLET OF EXAMPLE VI.

COUPLET 25.

W. The king's bishop's commoner 1 square.

B. The knight at his bishop's 4th square,

26.

W. The king at his peer's third square. (a)

B. The knight at the white minister's 4th. (b)

27.

W. The minister at his 3d square. (c)

B. Minister at his king's 4th square. (d)

28.

W. Knight at his minister's bishop's 3d. (e)

B. Minister's bishop's commoner 1 square.

Remarks.

(a) Combining with his knight's, in support of his peer's commoner.

(b) Instead of supporting his right hand commoner from behind, as he did in the last game, in order to urge them on the white minister and bishop—a plan that was found unsuccessful—this player is now endeavouring to remove the white minister and bishop in the first instance.

(c) To save himself and the commoner.

(d) Chiefly to preserve his knight.

(e) To protect the bishop.

K

W. King's

29.

W. King's bishop's commoner 1 square.

B. Minister at his king's bishop's 3d.

30.

W. The bishop at his king's 4th square.

B. King's peer's commoner 1 square. (*f*)

31.

W. The minister at the square of his king's bishop. (*g*)

B. Minister's knight's commoner 1 square.

32.

W. King's bishop's commoner 1 square.

B. The king at his minister's knight's 2d. (*b*)

33.

W. Minister at his king's bishop's 4th.

B. The king at his minister's knight's 3d.

Remarks.

(*f*) Commoners, whose only use is obstruction, can seldom promote their object by moving forwards*—and therefore, while there is any thing to do in another quarter, they should in general only be moved, as this has been now, for self-preservation.

(*g*) To support the bishop's commoner in his next move.

(*b*) In employing only the king to escort his commoners, to which he is at present adequate—and keeping the peer as an ambuscaded check to the advancement of the white ones—this player acts very rightly.

* When those they are to stop are more than a step off, they never can.

W. Mi-

34.

W. Minister at his king's knight's 4th. (*i*)

B. Minister's peer's commoner 2 squares.

35.

W. The minister at the black king's peer's 4th square.

B. Minister's peer's commoner 1 square.

36.

W. King's knight's commoner 1 square.

B. The king at his minister's peer's 4th.

37.

W. King's knight's commoner 1 square.

B. The same. (*k*)*Remarks.*

(*i*) The white commoners are very critically situated, for they can hardly move without committing themselves. Had the knight's advanced a square, and his immediate opponent two squares, an uncompensated loss would have been inevitable; so that this move of the minister, though not the most obvious, is, perhaps, the best that could be made.

(*k*) This is far better than moving the minister away. When one is sure of promoting a commoner before the adversary—if an occasion of exchanging minister for minister does not offer, it ought to be sought—that the preponderance which the promoted commoner will give, may be as great as possible.

W. Mi-

38.

W. Minister takes the commoner of the black knight. (*l*)

B. The minister takes the minister.

39.

W. The commoner takes the minister.

B. The king's peer's commoner takes the knight's.

40.

W. The bishop at his minister's 3d square. (*m*)

B. Minister's knight's commoner 1 square.

41.

W. The knight at his king's 4th.

B. Minister's knight's commoner 1 square.

42.

W. Minister's peer's commoner takes the commoner.

B. Minister's peer's commoner one square. (*n*)

Remarks.

(*l*) This, and not the reverse, that his commoners may not be doubled, or two in a file—which, had he taken the minister, would have been the case. Doubling commons is chiefly to be avoided, when, as here, there would be no commoner in an adjoining file: when there are others to support them, it is an evil so evanescent, that no sacrifice ought to be made to prevent it.

(*m*) To make way for the knight.

(*n*) If he had taken the commoner, the critical square would have been within the range of the white bishop.

W. Knight

43.

W. Knight at the black king's bishop's 3d.

B. Minister's peer's commoner 1 square.

44.

W. King's knight's commoner 1 square.

B. The peer takes the commoner of the white peer, and gives check. (o)

45.

W. The king at his knight's 3d square.

B. The commoner becomes a minister.

46.

W. The commoner becomes a minister.

B. The minister at the white king's knight's square, giving check-mate.

Remarks.

(o) The peer's forbearing this capture thus long, is an exemplification of rule 21. If it had been material to prevent the white player from having a minister, the peer would have moved along his own rank somewhere to the left, resting out of the knight's reach; and on the white commoner's becoming a minister, would have exchanged himself for him.

SECT. III.

EXAMPLE VIII.

THE BEGINNING OF A GAME.

COUPLET I.

W. THE king's commoner 2 squares

B. The same.

2.

W. The king's bishop at the minister's bishop's
4th square.

B. The same.

3.

W. The minister at the black king's peer's 4th
square (a).

B. The minister at his king's 2d. (b)

W. King's

Remarks.

(a) In this example, and the rest that make up the section, which after the 2d move are very different from those that go before, it is rather the movements of the blacks than of the whites that are proposed for imitation. The mode to be pursued by one player, depends in a great measure on that pursued by the other: we have therefore given these, that the tyro might not be surprised into a defeat, or uncompensated loss, if an opponent, having the first move, should at the 3d couplet take the same step that the whites have done here—a step of that fundamental kind, that the future aspect of the game is influenced materially by it.

(b) He thus prevents the white minister, as well from
taking

4.

W. King's knight at his bishop's 3d.

B. Minister's commoner one square.

5.

W. Knight at the black king's knight's 4th (c)

B. King's knight's commoner, 1 square.

6.

W. The bishop takes the commoner and gives check.

B. The king at his minister's square.

7.

W. The minister at his king's peer's, 4th. (d)

B. King's knight at his bishop's 3d.

8.

W. King's bishop's commoner 1 square.

B. The knight takes the king's commoner.

Remarks.

taking the king's, as from giving check-mate by taking the bishop's commoner.

The reader will observe, that the game might be finished at the 4th couplet; which is the earliest termination it can well be made to receive, and is called the *scholar's-mate*.

The *fool's-mate* is given in two couplets, or by the second move of the second player.

(c) The object of the white player now is, either to snatch a piece and retire, or, by the sacrifice of a knight or a bishop, make a gap or two in the black commoners.

(d) The remaining moves, we believe, will declare themselves.

W. The

9.

W. The commoner takes the knight.

B. King's peer at his bishop's square.

10.

W. The bishop at his minister's bishop's 4th.

B. King's bishop at the white king's bishop's 2d square, giving check.

11.

W. The minister takes the bishop.

B. The peer takes the minister.

12.

W. The king takes the peer.

B. The minister takes the knight, &c. &c. (*e*)*Remarks.*

(*e*) As the forces of both are at par, or nearly so, and the intricacies consequent on the 3d, 4th, and 5th steps gotten over, it is not essential to our purpose to proceed any further. If the reader likes to pursue the subject, the economy of the commoners and other pieces throughout the rest of the game is not very different from the finishings in Section II. In the mean time we submit to him some variations, all of which, however, as soon as the blacks are equal or superior to the whites, and the future moves of both, independent of those that have preceded, will, like this, be discontinued.

EXAMPLE

EXAMPLE IX.

Beginning after the Sixth Couplet of EXAMPLE VIII.

COUPLET 7.

W. The minister at his king's peer's 4th.

B. King's peer's commoner 1 square.

8.

W. The bishop takes the knight's commoner.

B. The minister takes the knight.

9.

W. The minister takes the minister.

B. The commoner takes the minister.

10.

W. Minister's commoner 1 square.

B. King's knight at his king's 2d.

11.

W. The bishop at the black bishop's 2d.

B. King's peer at his bishop's square.

12.

W. The bishop at his minister's bishop's 4th.

B. Minister's bishop takes the commoner and gives check.

13.

W. The king at his 2d square

B. King's knight's commoner 1 square.

L

W. King's

14.

W. King's peer at his bishop's square (*a*)

B. King's knight's commoner 1 square.

15.

W. The commoner takes the commoner.

B. Minister's bishop at the black king's knight's 4th square, giving check.

16.

W. The king at his minister's 2d.

B. The king at his 1st square.

17.

W. Minister's knight at his bishop's 3d.

B. The bishop takes the commoner.

18.

W. The peer takes the peer.

B. The king takes the peer.

19.

W. The knight at his king's 2d

B. The bishop at the black peer's 4th.

20.

W. Minister's bishop's commoner 1 square, &c.

Remarks.

(*a*) Owing to this, the black bishop cannot move without exposing the peer. To save his bishop, and the knight's commoner, or to lose neither without a recompense, will require the black player's utmost skill.

EXAMPLE

EXAMPLE X.

Beginning after the Ninth Couplet of EXAMPLE IX.

COUPLET. 10.

W. The bishop at the black bishop's 2d square.

B. King's knight at his peer's 3d.

11.

W. The bishop at his minister's bishop's 4th.

B. The knight at the black knight's 4th.

12.

W. King's bishop's commoner one square (a)

B. The knight takes the peer's commoner.

13.

W. The king at his minister's square (b)

B. Minister's knight at his bishop's 3d. (c)

Remarks.

(a) The white player *must* lose one of the commoners without a recompense, and had he suffered this to be taken, he would have lost two—because the knight would then have attacked the king's commoner and peer, both of whom could not have been saved.

(b) If the king had not removed, the black knight would have given check, by taking the bishop's commoner; the consequence of which would have been, that the peer as well as the commoner, would have been lost for the mere knight. Now the knight cannot remove without exposing his own peer.

(c) Of his gambit, which he may not have occasion to finish, the object is, to support the black peer when the other knight removes.

W. Minister's

14.

W. Minister's commoner one square.

B. King's knight's commoner one square.

15.

W. Minister's bishop at the black king's knight's 4th. giving check.

B. The knight covers the check.

16.

W. The bishop at the black bishop's 3d.

B. The commoner takes the commoner.

17.

W. The bishop takes the peer.

B. The commoner one square.

18.

W. The king at his 2d square.

B. Minister's bishop gives check.

19.

W. The king at his minister's 2d.

B. The commoner becomes a minister.

20.

W. The peer takes the minister.

B. The knight takes the peer and gives check.

21.

W. The king at his 1st. square.

B. The knight at the white knight's 3d, &c. &c.

EXAMPLE

EXAMPLE XI.

Beginning, like the last, after the Ninth Couplet of EXAMPLE IX.

COUPLET 10.

W. King's bishop's commoner one square.

B. The king at his 2d square.

11.

W. The bishop at the black king's bishop's 4th (*a*)

B. The bishop takes the bishop (*b*)

12.

W. The commoner takes the bishop

B. King's knight at his peer's 3d.

13.

W. King's knight's commoner 2 squares.

B. The knight takes the 1st commoner in the king's bishop's file.

Variation.

(*a*) (*b*) Variation.

11.

W. King's knight's commoner 2 squares.

B. The king at his bishop's 3d.

12.

W. The bishop at the black bishop's 4th.

B. The bishop takes the bishop (*b*), &c.

Remarks.

(*b*) Had the black player suffered the white bishop to take his bishop, moving out his knight in order to capture him with his peer, he would be unable to break the white commoners.

W. The

14.

W. The commoner takes the knight.

B. King's peer at his bishop's square.

15.

W. Minister's commoner 1 square.

B. The peer takes the commoner.

16.

W. King's peer at his bishop's square, &c. &c.

EXAMPLE

*EXAMPLE XII.**Beginning after the Seventh Couplet of EXAMPLE IX.*

COUPLET 8.

W. The knight at the black king's 3d square,
giving check.

B. The bishop takes the knight.

9.

W. The minister takes the minister.

B. The king takes the minister.

10.

W. The bishop takes the commoner.

B. King's peer's commoner 1 square.

11.

W. The bishop at the black bishop's 4th.

B. The bishop takes the bishop.

12.

W. The commoner takes the bishop.

B. King's knight at his peer's 3d.

13.

W. Minister's commoner, 1 square.

B. The knight takes the commoner, &c. &c.

A better mode to be pursued by the blacks
than any yet exhibited, is the following.

EXAMPLE

*EXAMPLE XIII.**Beginning at the Fifth Couplet of EXAMPLE VIII.*

COUPLET 5.

W. Knight at the black king's knight's 4th.

B. King's knight at his peer's 3d.

6.

W. The bishop takes the commoner, and gives check.

B. The knight takes the bishop.

7.

W. The knight takes the peer's commoner.

B. Minister's knight at the minister's 2d.

8.

W. King's peer's commoner 2 squares.

B. Minister's knight at the king's bishop's square. (a)

9.

W. King's knight's commoner 1 square.

B. The peer takes the knight.

10.

W. The minister at his home, &c. &c.

Remarks.

(a) The player of the white knight, feeling his insecurity, would be glad to exchange him; therefore had this knight gone to the bishop's 3d square instead of the 1st, the white one would have taken him. The white knight, by giving check, would have afforded his minister time to remove from the peer.

EXAMPLE

EXAMPLE XIV.

Beginning after the Seventh Couplet of EXAMPLE XIII.

COUPLET 8.

W. Minister at the black king's knight's 3d.

B. Minister at the white king's peer's 4th, (a)

9.

W. Knight's commoner 1 square. (b)

B. The minister takes the knight.

10.

W. The minister takes the minister. (c)

B. The peer takes the minister, &c. &c.

Remarks.

(a) If, instead of this, the black knight had moved, as in the 8th move of the last Example, the white knight would have taken him.

(b) If the white player had neglected this move to take the commoner in his minister's power, the black minister, in addition to the bishop's commoner, by afterwards successively checking the king, might have taken two or three other commoners, without suffering the white knight to escape.

(c) It was not a matter of indifference whether he exchanged the minister or not: if he had not, he must have lost the king's commoner uncompensated.

M

GENERAL

GENERAL REMARKS.

ON the part of the blacks it is to be observed, that the result of the two last ways of moving, though something more in their favour than the result of any of the others, is not so decidedly superior as at the first view it may seem. The white player's having preserved all his commoners entire is a circumstance that almost counter-balances his disadvantages; for to prevent one of the three commoners on his king's side from becoming a minister, the other player must exchange for them, at least two knights and the commoner opposite: Suppose these changes to have taken place, and the difference in favor of the blacks will be very inconsiderable.

With respect to the propriety of the reader's opening the game in this way, when his having the first move puts it in his power, we know but one case in which there would be any—When there is any reason to think, that, from the antagonists estrangement to it, notwithstanding his having had some practice, the triumph of beating him in four moves might be attained*. In such a case, as there is a probability of snatching a piece on it's failure, and as no decisive loss

* If he is a very young player, it will be no triumph.

is to be apprehended if one is even defeated in that, it cannot be very imprudent to try it. Another consideration which, in such a case, lessens the impropriety, is, that if you meet with success, either complete or partial, the adversary, at his turn of moving first, may be induced to adopt the same mode, which most probably, from its novelty, will to him be disastrous. As soon as it ceases to profit, or if it fails in the first instance, it will of course be instinctively resigned.

A deviation on this plan, from the maxim, "Never count on the mistakes of your adversary, or act as if you expected him to adopt measures different from those which you would adopt in his situation," is, perhaps, the only kind of one not very reprehensible.

SECT.

SECT. IV.

EXAMPLE XV.

COUPLET I.

W. KING's commoner 2 squares. (*a*)

B. The same.

2.

W. King's bishop at minister's bishop's 4th.

B. Minister's bishop's commoner 2 squares. (*b*)

Remarks.

(*a*) That this move should precede all the others, is right in theory as well as in practice. We add the following, which is more definite, to the reasons directly or indirectly already dropt for it. The peers are useless at the beginning of the game,—the knights, to step out, require no commoner to be moved,—the bishops cannot render their immediate service without an opening;—the advancement of the king's commoner 2 squares, which leaves the king's bishop and minister at liberty to act, without exposing the king, either in front or obliquely, is therefore dictated by propriety, as the preliminary movement.

(*b*) This move, in these circumstances, may now and then be used with advantage as a change, instead of that which places the king's bishop at the same square; it will, though the adversary has the first move, prevent him from getting two commoners a-breast in the centre—and if he be unused to it, rather confine and disconcert his other operations: at the same time, your own king's bishop will, in some degree, be cramped by it.

W. King's

3.

W. King's knight at his bishop's 3d. †

B. Minister's knight at his bishop's 3d. †

4.

W. Minister's bishop's commoner 1 square.

B. King's knight at his bishop's 3d. †

5.

W. Minister's commoner 1 square. †

B. Minister's peer's commoner 1 square.

6.

W. Minister's bishop at his king's 3d.

B. Minister's knight's commoner 2 squares.

7.

W. King's bishop at minister's knight's 3d.

B. Minister's bishop's commoner 1 square.

8.

W. The commoner takes the commoner.

B. The king's knight takes the commoner.

9.

W. The commoner takes the commoner.

B. The commoner takes the commoner.

10.

W. Minister at his 3d square. †

B. King's knight at the minister's 3d. (c)

Remarks.

(c) Saving himself and the commoner.

†† The moves, with these marks, will be found either to menace, or to parry.

W. King's

11.

W. King's bishop at the black minister's 4th. (*d*)

B. King's commoner 1 square.

12.

W. Minister at his king's 2d.

B. The commoner takes the knight.

13.

W. The minister takes the commoner.

B. King's bishop's commoner 1 square. (*e*)

14.

W. King's bishop takes the knight.

B. The commoner takes the bishop.

15.

W. The minister takes the commoner and gives check.

B. Minister's bishop covers the check.

16.

W. Minister at his king's bishop's 3d square. (*f*)B. Minister's bishop at his king's 3d square. † (*g*)

W. Mi-

Remarks.

(*d*) With a view to take the king's commoner with his knight, which would be secured from the black one by the ambuscade on the peer; and if he be disappointed in the way he expects with another view.

(*e*) To save the king from check-mate.

(*f*) This player's object now will be to promote the commoner or his minister's side as soon as he can.

(*g*) This player having no commoners which he has any

17.

W. Minister's peer's commoner 1 square. † (b)

B. Minister's knight's commoner 1 square.

18.

W. Minister's bishop's commoner takes the commoner.

B. Knight at the white minister's bishop's 4th. †

19.

W. Minister at the black minister's bishop's 3d, giving check. †

B. The king at his bishop's 2d.

20.

W. Minister's bishop at his 1st square. † (i)

B. King's bishop takes the commoner and gives check.

Remarks.

any prospect of promoting, at least while those on the adverse king's side remain unbroken, cannot do better than, by availing himself of his superiority in other pieces, endeavour to snatch some of the commoners of the adversary; attacking him first on one side, then on the other, and bringing two or three pieces to bear upon one.

(b) If the knight's commoner, with a view to save this, had moved a square, the black bishop would have taken the knight's commoner.

(i) To save himself and the knight's commoner.

† The moves with this mark, will be found not directly to parry a menaced blow; but merely, by making a counter attack, to suspend its execution.

W. The

21.

W. The king closets.

King's

B. Minister's bishop at minister's 3d.

22.

W. Minister at his king's bishop's 3d.

B. Minister at his bishop's 2d. †

23.

W. King's knight's commoner 1 square. †

B. Minister's peer at the square of the minister's knight. †

24.

W. Minister at his king's 2d. †

B. Minister's bishop at minister's 4th.

25.

W. Knight at his bishop's 3d. † (k)

B. Minister's bishop at minister's knight's 2d. † (l)

26.

W. Minister's peer's commoner 1 square.

B. Knight at his king's 4th square.

27.

W. Knight at the black minister's knight's 4th. †

B. Minister at the bishop's 3d. †

Remarks.

(k) The commoners cannot advance with any safety at present.

(l) This is hardly parrying an attack, it is rather flying from it; however, he is only driven to the square to which he was gambiting.

W. King's

28.

W. King's bishop's commoner 1 square. (*m*)B. The king's bishop gives check. (*n*)

29.

W. The king at his knight's 2d.

B. The king's peer at his king's square. (*o*)

30.

W. The bishop at his king's 3d.

B. The knight takes the commoner.

31.

W. The peer takes the knight.

B. The minister takes the peer.

32.

W. The minister takes the minister.

B. The bishop takes the minister.

Remarks.(*m*) To save the king from check-mate.

(*n*) The assault of the white knight prevented this player from executing the scheme that he intended; or otherwise, instead of giving check with the bishop, he would have taken the white king's bishop's commoner with his knight.

(*o*) When a player has fewer commoners, and more superior pieces than the adversary, he should bring as many of the latter into play as he can: if he adduce, on the whole, but one more piece, and carries on the combination with skill, the other *must* give way at last.

N

W. The

33.

W. The king takes the bishop.

B. The peer takes the bishop and gives check.

34.

W. The king at his bishop's 4th. (*p*)B. Minister's peer at his king's square. (*q*)

35.

W. The king at his knight's 4th.

B. Minister's peer gives check.

36.

W. The king at his peer's 3d.

B. The knight's commoner 2 squares.

37.

W. The peer at the square of the minister's bishop.

B. The knight's commoner gives check.

38.

W. The king at his knight's 2d.

B. The king's peer gives check.

Remarks.

(*p*) Of the four squares which he may go into, if he were not to take one of the two next his adversary's side, he would at the next move lose either a commoner or his peer.

(*q*) The black player has now virtually won: we shall make the rest of the moves as short as we decently can.

W. The

39.

W. The king at his bishop's 1st. (r)

B. The king's peer gives check at the white bishop's 2d.

40.

W. The king removes.

B. King's peer at white minister's bishop's 2d, discovering check from his bishop.

41.

W. The king removes either to his right or left.

B. The king's peer takes the peer and gives check.

42.

W. The king removes.

B. Minister's peer at the black king's 2d, giving *check-mate*.*Remarks.*

(r) If he goes to his peer's 1st, the black king's peer checks him at his first square; and when his peer takes the black king's peer, the black minister's peer takes his peer, and repeats check: he removes and is check-mated.

EXAMPLE

EXAMPLE XVI.

*Fonder of a Climax, than studious to avoid an abrupt Elevation, we
close with an Example from PHILIDORE.*

COUPLET I.

W. The king's commoner 2 squares.

B. The same.

2.

W. The king's bishop at the minister's bishop's
4th square.

B. The same.

3.

W. Minister's bishop's commoner 1 square.

B. The king's knight at his bishop's 3d square,

4.

W. Minister's commoner 2 squares (a)

B. The commoner takes the commoner.

Remarks.

(a) This commoner is advanced 2 squares for two important ends—to prevent the adversary's king's bishop from playing upon the commoner of this king's bishop; and to put the strength of the commoner's in the middle of the exchequer, which we have already mentioned to be very conducive to the making of a minister.

W. The

5.

W. The commoner takes the commoner (*b*) (*c*)

B. King's bishop at minister's knight's 3d square.

6.

W. Minister's knight at his bishop's 3d square.

B. The king closets.

7.

W. King's knight at his king's 2d square (*d*)

B. Minister's bishop's commoner 1 square.

Remarks.

(*b*) With respect to the two commoners at the 4th squares of the king and minister, this player having attained his object so far, will not push either of them any further at present: when the adversary proposes to change one for the other, he will move forwards the attacked commoner. It may be observed here, generally, that all commoners sustained like these in a front line, tend greatly to hinder the adversary's pieces from entering your game, or taking an advantageous post.

(*c*) If the black bishop gives the white king check, the white player will, with his bishop, cover the check—should the black bishop then take the white one, the white knight will take him, and give support at the same time to his king's commoner, otherwise unguarded: but probably the black bishop will retire, because a good player strives to keep that piece as long as possible.

(*d*) Before the bishop's commoner has advanced two squares, you must never play the knight at the bishop's 3d, when it will answer the purpose to play him any where else. Thus an unnecessary obstruction may be avoided.

W. The

8.

W. King's bishop at the minister's 3d. (e)

B. The minister's commoner 2 squares.

9.

W. The king's commoner 1 square.

B. King's knight at his king's square.

10.

W. The minister's bishop at his king's 3d square.

B. The king's bishop's commoner 1 square. (f)

11.

W. Minister at his 2d square (g)

B. The

Remarks.

(e) He retires to avoid being attacked by the commoner of the black minister, which would force the white player to take it with his own; this would very much too diminish the strength of his game; and, by breaking the centre commoners, entirely spoil the project of making a minister of one of them.

(f) He plays this commoner to give an opening to his king's peer; and this the other player cannot hinder whether he takes it or not.

(g) Had this player taken the commoner offered him, instead of playing his minister, he would have been guilty of a great inadvertence, because his king's file would then have been without a commoner; but now, if the other player takes his king's commoner, that of the minister can supply it's place; in which case the king's bishop's commoner is afterwards to sustain the latter. These two commoners will then undoubtedly win the game, because the
black

B. The king's bishop's commoner takes the commoner (*b*)

12.

W. The minister's commoner takes the commoner.

B. Minister's bishop at his king's 3d square (*i*)

Remarks.

black player will not be able to separate them without losing a superior piece. The result will shew that one of them becomes a minister.

Collaterally, there were two reasons for playing the minister in this way—to protect the commoner of the king's bishop; and to sustain the minister's bishop. Had this player suffered the latter to have been taken, he would have been obliged to take the black bishop with his king's bishop's commoner, by which his best commoners would have been divided, and the game irretrievably lost.

(*b*) In pursuance of his project of bringing the king's peer into action.

(*i*) To protect his minister's commoner, and with a view by and by to push forward that of his minister's bishop.

Observe, this player might have taken the white bishop, without prejudice to his scheme, but he chuses rather to let the adversary take his, in order to get an opening for his minister's peer, though he suffers to have his knight's commoner doubled by it: but, in confirmation of what has been already observed, let it be noted, that a doubled commoner is no ways disadvantageous, when there are commoners on the adjoining files.

W. King's

13.

W. King's knight at his king's bishop's 4th square (*k*)

B. Minister at his king's 2d square.

14.

W. The minister's bishop takes the bishop (*l*)

B. The commoner takes the bishop.

15.

W. The king closets with his peer (*m*)

B. Minister's knight at minister's 2d square.

16.

W. The knight takes the bishop.

B. The minister takes the knight.

Remarks.

(*k*) He makes this attack on the black bishop, in order either to take it or have it removed. As the king's commoner does not at present want the knight's protection, there is no impropriety in this temporary desertion.

(*l*) As it is always dangerous to let the adverse king's bishop command the diagonal of your king's bishop's commoner, and as it is likewise dangerous to receive from that piece an attack of any kind; it is necessary not only timely to oppose him with the minister's bishop, but you must deprive the adversary of him as soon as you conveniently can.

(*m*) He closets on the king's side, in order to strengthen and protect the king's bishop's commoner, which he will advance two squares as soon as the king's commoner is attacked.

W. King's

17.

W. King's bishop's commoner 2 squares.

B. The king's knight at the minister's bishop's
2d square.

18.

W. The minister's peer at the king's square.

B. King's knight's commoner one square (*n*)

19.

W. King's peer's commoner 1 square (*o*)

B. The minister's commoner 1 square.

20.

W. The knight at his king's 4th.

B. King's peer's commoner 1 square. (*p*)

21.

W. Minister's knight's commoner 1 square.

B. Minister's peer's commoner 1 square.

Remarks.

(*n*) To prevent the white king's bishop's commoner from being pushed upon his minister.

(*o*) The king's peer's commoner is played to unite all the white commoners together, in order to push them afterwards with vigor.

(*p*) He plays this commoner to prevent the white knight from entering in his game, and forcing his minister to remove; were he to play otherwise, the white commoners would have an open field.

O

W. King's

22.

W. King's knight's commoner 2 squares.

B. The king's knight at the minister's 4th square.

23.

W. The knight at the king's knight's 3d. (*q*)B. The king's knight at the white king's 3d square. (*r*)

24.

W. The minister's peer takes the knight.

B. The commoner takes the peer.

25.

W. The minister takes the commoner.

B. The minister's peer takes the commoner of the opposite peer.

26.

W. The peer at his king's square. (*s*)

B. Minister takes the white minister's knight's commoner.

W. The

Remarks.

(*q*) This player moves thus, to enable himself to push the king's bishop's commoner next; which will then be supported by three pieces, the bishop, the peer, and the knight.

(*r*) He plays this knight, in order, by breaking the strength of the white commoners, to spoil the adversary's project, which he undoubtedly will, by pushing the king's knight's commoner, unless the adversary prevents his design by changing the white minister's peer for the black knight.

(*s*) Timely to protect the king's commoner, who otherwise

27.

W. The minister at his king's 4th square.

B. The minister at his king's 3d square. (*t*)

28.

W. King's bishop's commoner 1 square.

B. The commoner takes the commoner.

29.

W. The commoner takes the commoner. (*u*)B. The minister at his 4th square. (*v*)

30.

W. The minister takes the minister.

B. The commoner takes the minister.

31.

W. The bishop takes the commoner in his way.

B. The knight at his 3d square.

Remarks.

otherwise would be left in want of support, when the king's bishop's commoner advances.

(*t*) The minister returns to hinder the check-mate now ready prepared.

(*u*) Were he not, the project laid in the beginning of the game would be reduced to nothing; and his player would run the risk of losing the game.

(*v*) He offers to exchange ministers, in order to ruin the adversary's scheme of giving check-mate with the white minister and bishop.

32.

W. King's bishop's commoner 1 square. (x)

B. The minister's peer at the white minister's knight's 2d square.

33.

W. The bishop at his minister's 3d square.

B. The king at his bishop's 2d square.

34.

W. The bishop at the black king's bishop's 4th square.

B. The knight at the white minister's bishop's 4th square.

35.

W. The knight at the black king's peer's 4th square.

B. The king's peer gives check.

36.

W. The bishop covers the check.

B. The knight at the white minister's 2d square.

Remarks.

(x) Observe here, that when your bishop runs upon white, you must endeavour to keep the commoners upon black, because then the bishop serves to drive away the adversary's king or peer, when between your commoners; and by parity, when your bishop runs black, endeavour to have the commoners upon white. Few players have made this remark, though a very essential one.

W. The

37.

W. The king's commoner gives check.

B. The king at his bishop's square.

38.

W. The peer at the minister's peer's square.

B. The peer at the white minister's knight's square, giving check.

39.

W. The peer takes the peer.

B. The knight takes the peer.

40.

W. The king at his peer's 2d square.

B. The knight at the white minister's bishop's 3d square.

41.

W. The knight at his king's bishop's 4th square.

B. The knight at the white king's 4th square.

42.

W. The knight takes the commoner.

B. The peer at his king's knight's 4th square.

43.

W. The king's commoner 1 square, giving check.

B. The king at his bishop's 2d square.

44.

W. The bishop gives check at the black king's 3d square.

B. The king takes the bishop.

45.

W. The king's commoner becomes a minister ;
and shortly after his party, receiving a fresh accession of a peer, *wins the game.*

SECT.

SECT. V.

IF the reasons for this chapter's general economy were less obvious than to us they seem, we should nowhere detail them. To the reader who can see them, it is needless: to the reader, or class of readers, who cannot, it would be of no service. The usefulness of a book, like that of the eye, is no way increased by understanding its construction. To dissect the parts of either, is the proper office only of those whose profession is to discover and remedy defects.

SUMMARY REMARKS AND HINTS, WINDING UP
THE WHOLE.

IT appears from the last example, that when the advantage of having two commoners well posted in the centre *is* attained*, it requires a good deal of address and ability to make any thing of it—and to surmount the numerous obstacles which the adversary can oppose to the completion of the scheme. This, and its having the property

* From the able conduct of the black player, we must assume, that his reason for suffering it to be attained, was a conception that the movements necessary to prevent it, would give his skilful opponent, in some shape or other, an equivalent advantage.

with

with most other schemes, of involving the projector in ruin if it miscarries, renders it an adventure of some risk to the young player, who, perhaps, if the adversary was to move, not better, but differently, would be unable to prevent him from breaking in upon his king. The reader, will, no doubt, adopt or decline it, as he finds it successful or disastrous with different players; and when he concedes the first move, will connive at or obstruct its trial on himself, as it has proved to fail or answer before in the hands of the person who would practise it. In opposition to any project, to adhere invariably even to the best edited forms is not advisable, as it may sometimes induce a defeat, when an opportune deviation would prevent one; for instance, if you were to imitate exactly the mover of the blacks, in the last example, an inferior player might beat you by rote. Though you should derive from edited forms the basis of your system, let the superstructure be moulded according to your own peculiar temper and talents. Let your movements rather seem to be made for the occasion, than to be grafted by wholesale on a heterogeneous stock, as if you wanted that promptness which should conform itself to all circumstances. If you have naturally a disposition for enterprize, and are fertile in expedients, you will do well to cultivate it, as it will prevent an adversary of slower parts from prosecuting those
systematic

systematic plans, which he has tried and proved. If, on the contrary, your abilities are rather solid than splendid, you must, even in those speculations into which a player of an opposite turn will sometimes draw you, keep as near as possible to the shore of certainty, never launching into a new tract with wantonness, never without deliberation. Whether your ingenuity exceed your judgment, or your judgment your ingenuity, your best guide will, after all, be Experience. If you unite a plenitude of both, you will not want, though you will excuse, the officiousness of advice.

POSTSCRIPT.

POSTSCRIPT.

IT was an institute of Mr. PHILIDORE, at least adopted by him, and generally obtains here, that, if an adverse commoner penetrates to the 5th square from his own side, or to the 4th from yours, before your commoner in the adjoining file has moved at all, he causes yours to forfeit the privilege of going two squares at its first move. This rule, in consequence of which the latter cannot move at all, without being taken, till the other is either removed or captured, seems to have its foundation on an incorrect way of speaking, on the phrase "*two steps the first move*"—from which we contract a habit of considering a commoner exercising this power, rather to make *TWO moves of ONE square each*, than *ONE continued integral move of TWO squares*. If the former idea is right, we will admit the rule to be right, for who could make a journey of twenty miles that is precluded from going the first ten*. But if the latter idea be the correct one, if the commoner, at the first move, has really the power of going two squares at one effort, it seems as unjust to prohibit the exercise of it, at a time when it would be of most use to him, as it would be to prohibit to the bishop, the

* Though, if the adversary should proceed to take your commoner at its first stage, you might say to him---"Stop, Sir! I am allowed, if I chuse, to take two steps the first time: when I have made the second it will be your turn."

peer, or the minister, the full exercise of their powers, whenever there is a square in the line of their passage at which, were they to stop there, they would be taken. Ought any of the latter pieces to be precluded from passing such a square? We believe we have not endeavoured in vain fairly to state the merits of this rule. The reader will make his own conclusion.

It has been proposed by some people, in imitation of the Ruffians, to invest the minister, in addition to his already great powers, with the move of the knight; on the plea of its making the game more difficult and complicated, and consequently more interesting. This innovation, instead of improving, Mr. PHILIDORE condemns, as calculated to spoil the game. It has, too, our deprecation: for which—as it might seem like affectation, after presuming to differ from him in one instance, to rest it solely on his great authority—we shall give our reasons. The change would not make the game more difficult and complicated; but rather less so. A peculiarity, to which a good deal of its present difficulty and complication, and which most people think sufficient, is owing, would be gone: the difficulty and complication surviving the change, would be in a wrong place. As there would be no piece that could with safety attack the minister, without being supported by some other piece, the call for incessant watchfulness, lest the knight should check the minister and king, or the minister and any other superior piece, which now must be attended to at every movement of the minister, would cease to exist. The minister, or rather the person moving him, need hardly reflect on what he was doing, need hardly use any caution in his ravages. The difficulty and complication then would be,

must they willow it himself will to

to retreat from his wide-extending reach *. Instead of a chancellor of the exchequer, we should have an unlimited tyrant, a Rewbell that would move in every direction. We hesitate not respecting such an innovation, though convinced the influence of the chief agent should be great. Truly British in chess, as well as in politics, we would neither so enlarge the minister's power as to be without a check upon him, nor, by a paralyzing change capricious in the other extreme, subtract any thing from it's present respectability.

LINCOLN'S INN,
18th October, 1798.

* We do not forget that it might be objected, that the counter-minister's equal potency would preserve the balance of power: but that would not restore the ~~defection of interest incurred~~ by the loss of the knight's peculiarity. A player is concerned to prevent an inferior piece from so attacking his king and minister, that one must be lost to save the other: but a similar attack by the minister, upon the opposite king and minister, one player is neither concerned to effect, nor the other to avoid; for the worst such a circumstance could impose on the assailed, is an equal exchange.

Nor do we forget, that though the knight to attack, and a piece to support him in the attack, could not be moved at once, it might sometimes happen that a piece would be ready to support him: but should he (an extreme case) so supported assault the king and minister together, the loss of the minister, instead of being complete to his player, as the same conjuncture makes it now, would be mitigated by the capture of the knight.

made deficient

in front of the wide entrance to the
 chamber of the temple, we should have an excellent
 view of the temple and the surrounding country.
 The position was most commanding, and the view
 was most beautiful. The temple was built on a
 high hill, and the surrounding country was most
 fertile. The temple was built by the king, and
 it was the most magnificent building in the
 country. The temple was built on a high hill,
 and the surrounding country was most fertile.
 The temple was built by the king, and it was
 the most magnificent building in the country.

Lincoln's Inn
 17th March 1771

My dear Sir,
 I have the honor to acknowledge the receipt of
 your letter of the 17th inst. and in answer to
 inform you that the same has been forwarded
 to the proper authorities for their consideration.
 I am, Sir, very respectfully,
 Your obedient servant,
 J. H. [Signature]

